



DARK SIDE DEVELOPER KIT™

CONTENTS

Introduction

Overview of Sith Lord Level

page 6

Training

Destroyer Droid

page 8

Challenge

The Stepper

page 42

X-Walker

page 54

Extras

Special Features

page 70

The Destroyer Droid



The X-Walker



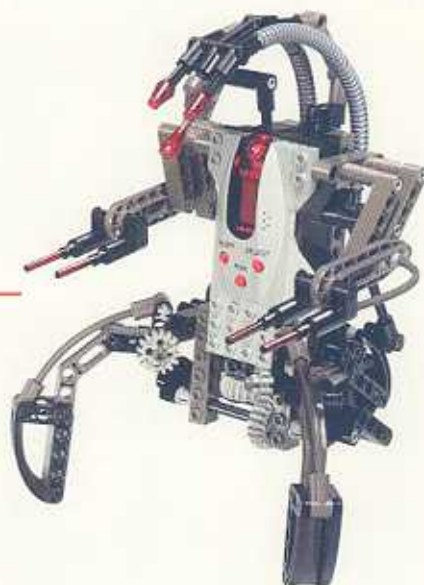
The Stepper



OVERVIEW OF SITH™ LORD LEVEL

In the Sith Lord level, you will create more advanced Robots. Start by building the Y-Frame. Then add attachments to the frame to build the Destroyer Droid, the Stepper, or the X-Walker.

The Destroyer Droid
page 8



The Stepper
page 42



The Y-Frame
The core for all Droids
on this page go to
book 1 page 10



The X-Walker
page 54



Special Features, page 70



Special Features, page 70



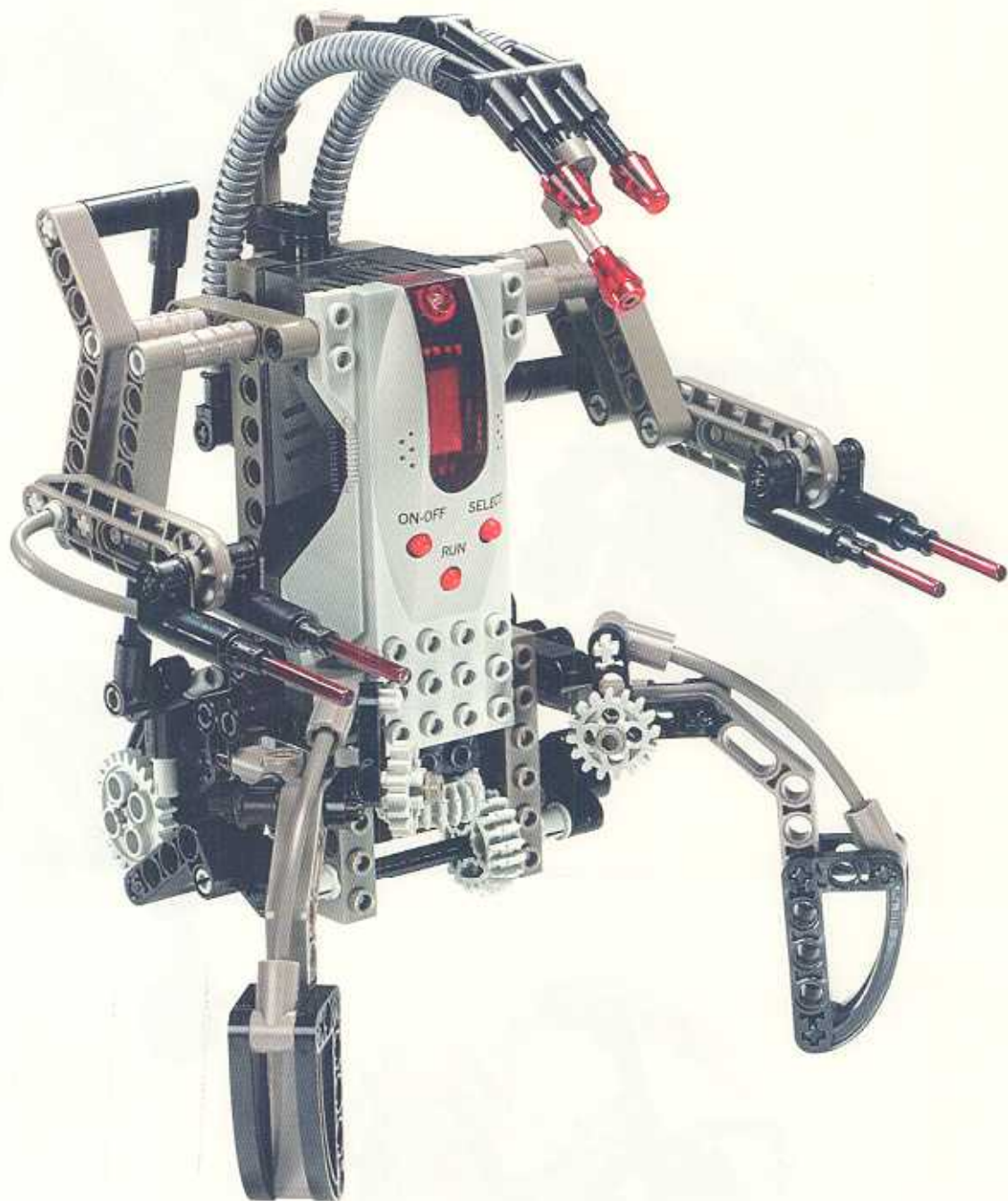
Special Features, page 70



Special Features, page 70

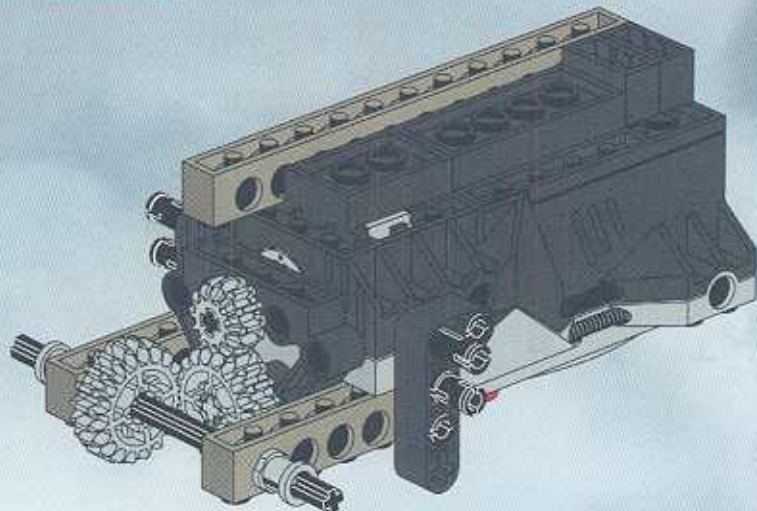
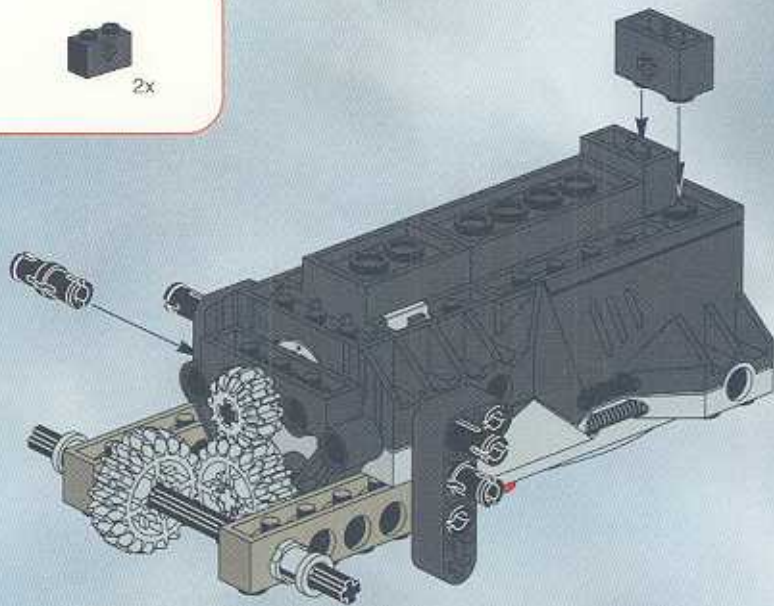
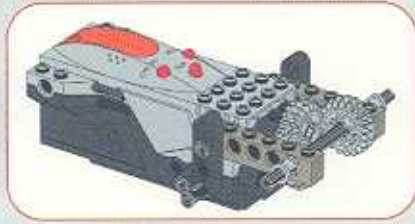


Destroyer Droid



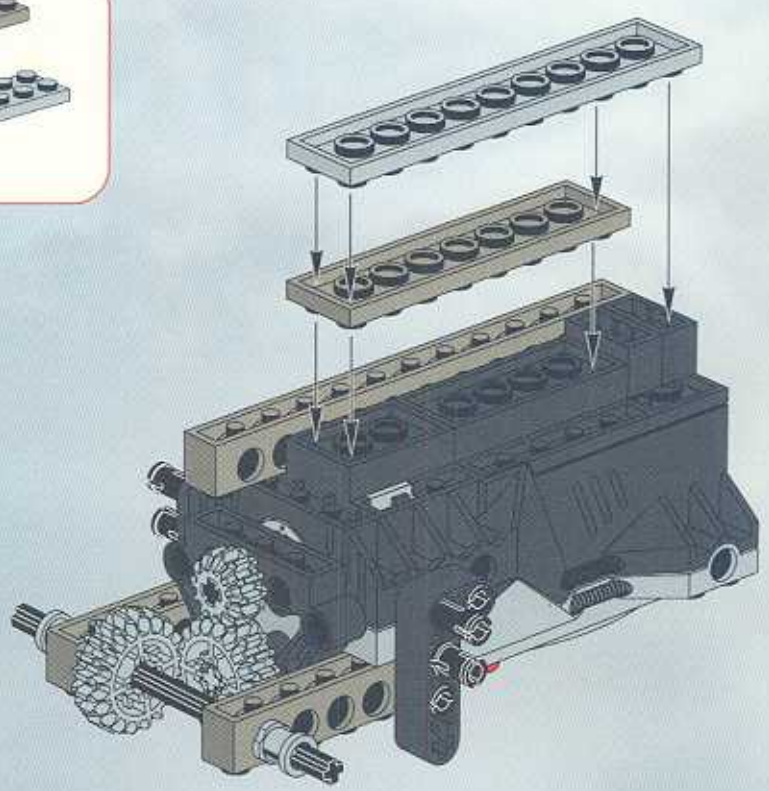
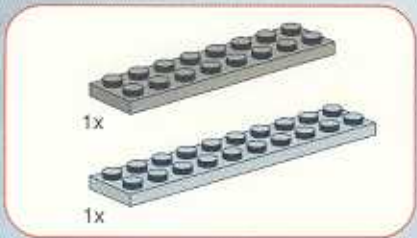


If you have not yet built the Y-Frame, go to book 1 page 10





3

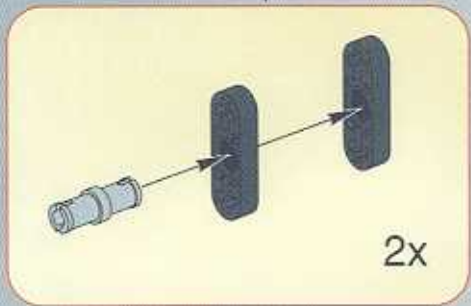
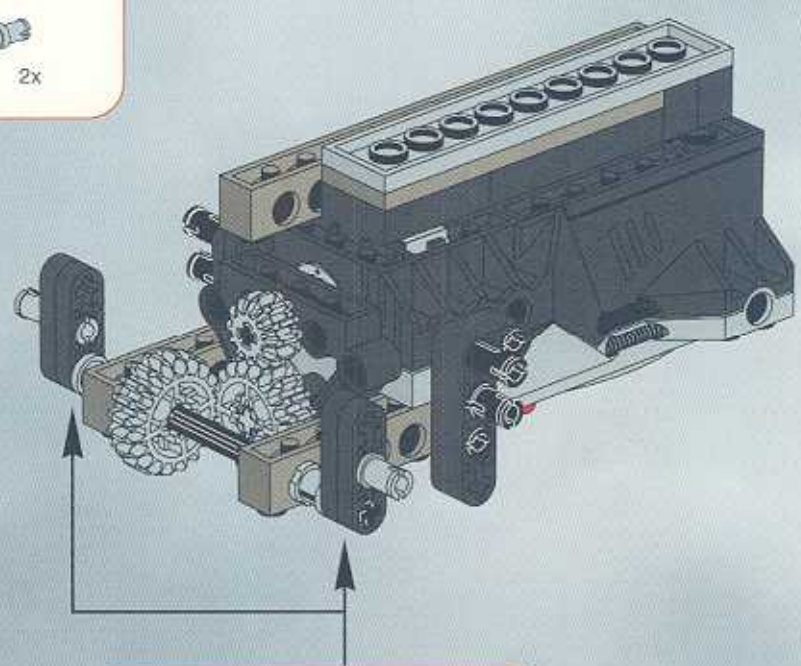


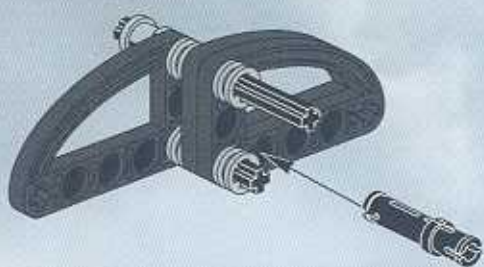
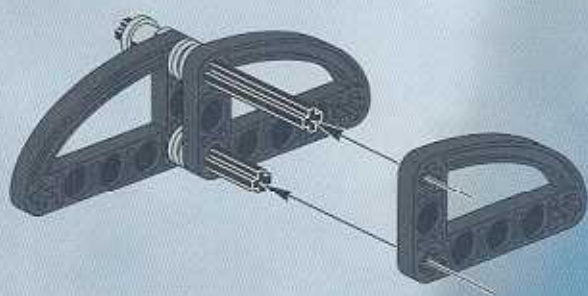
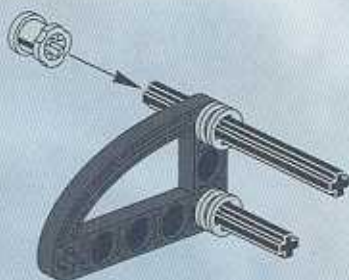
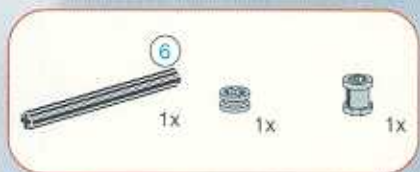
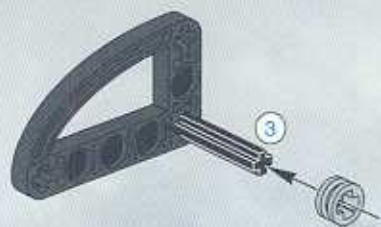
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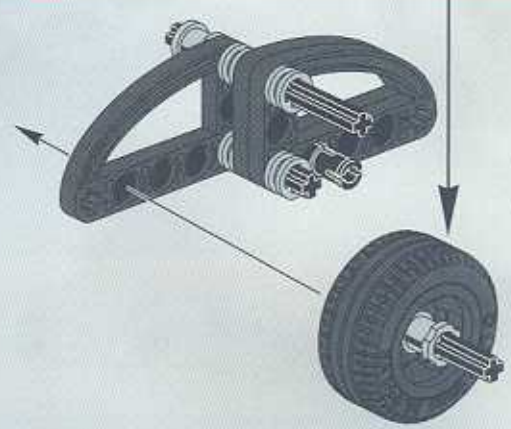
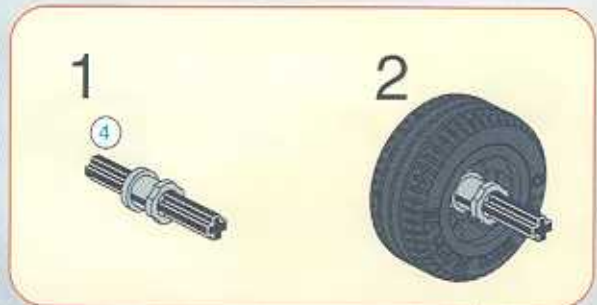
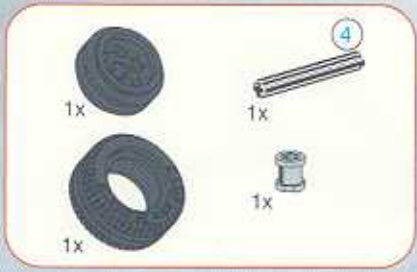
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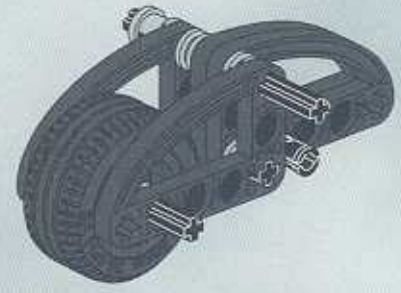




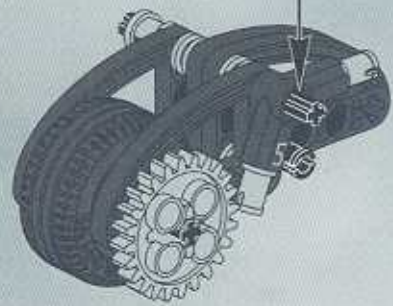
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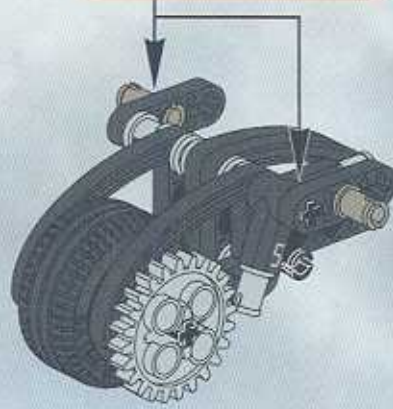
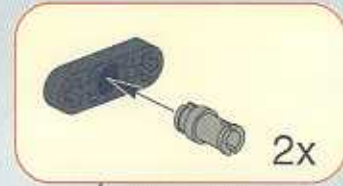
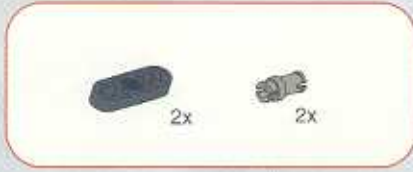


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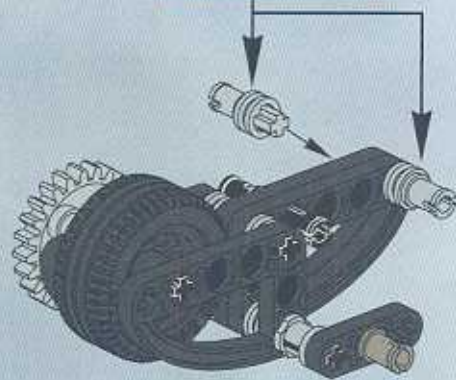
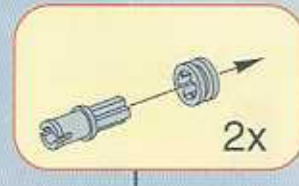




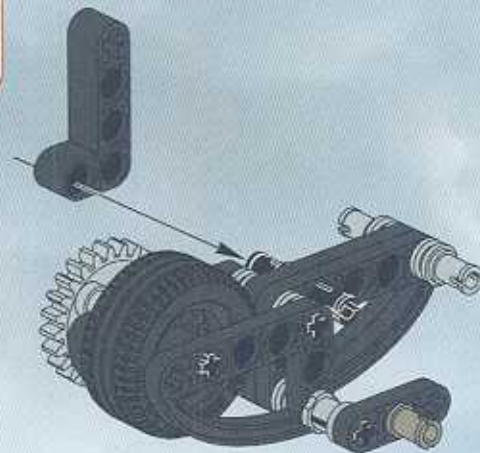
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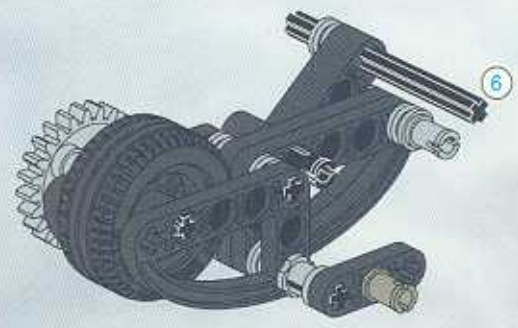


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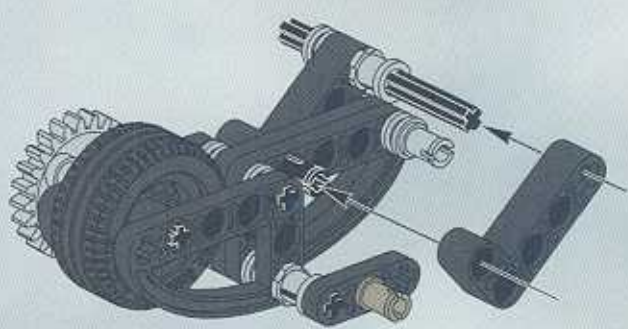




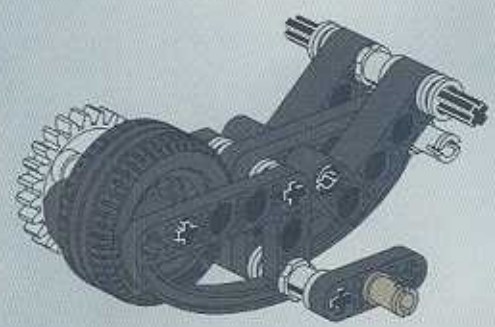
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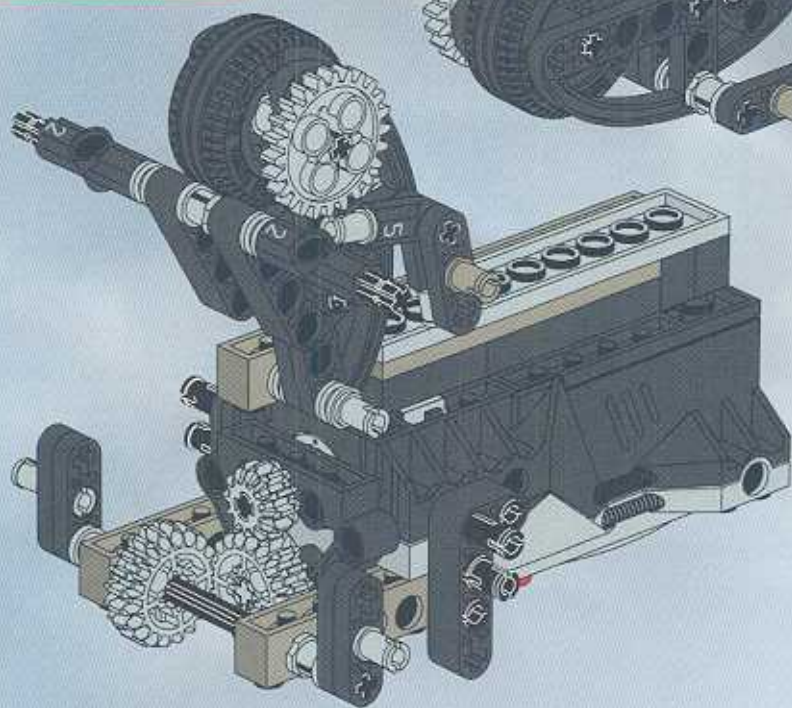
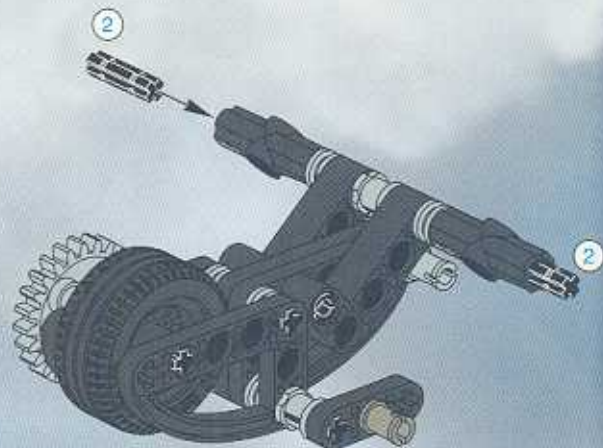


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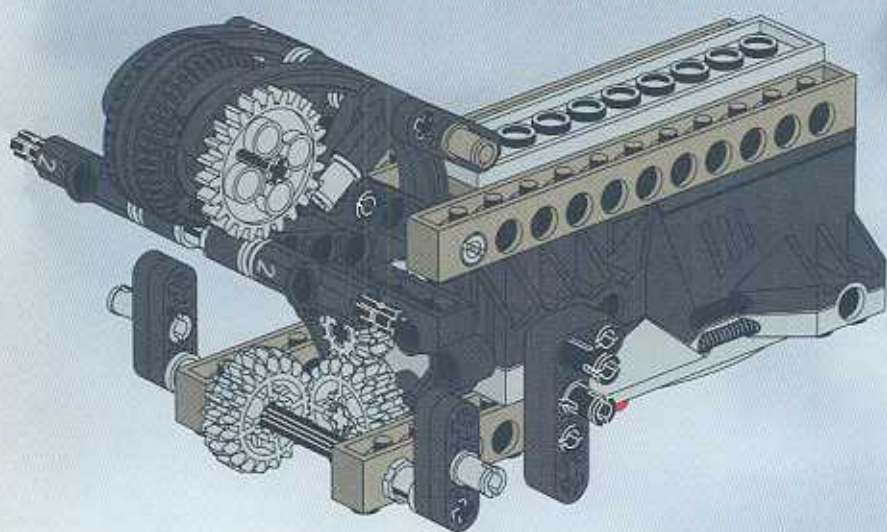
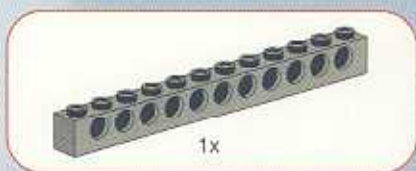




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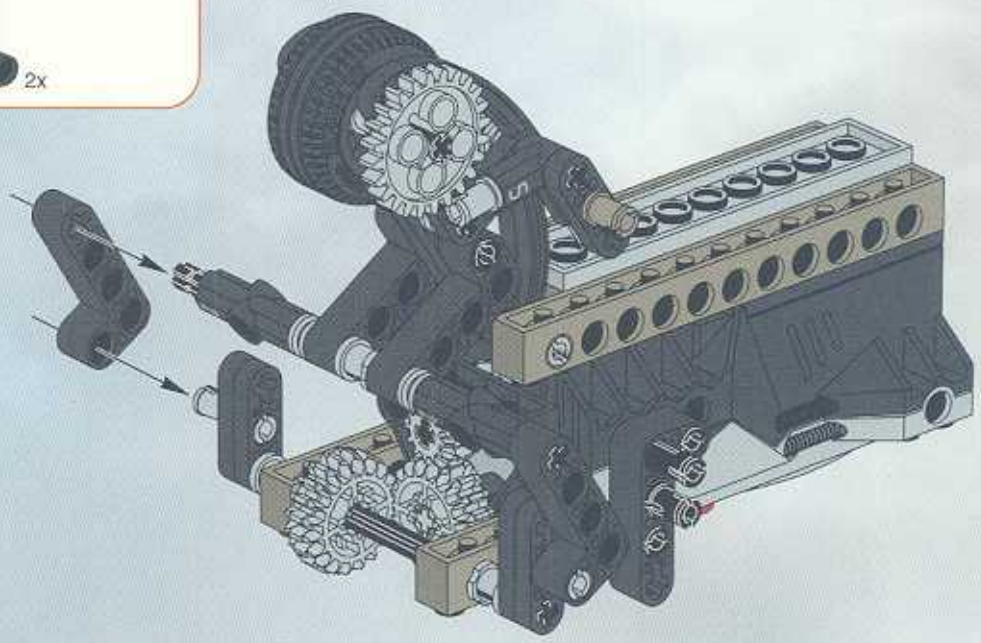


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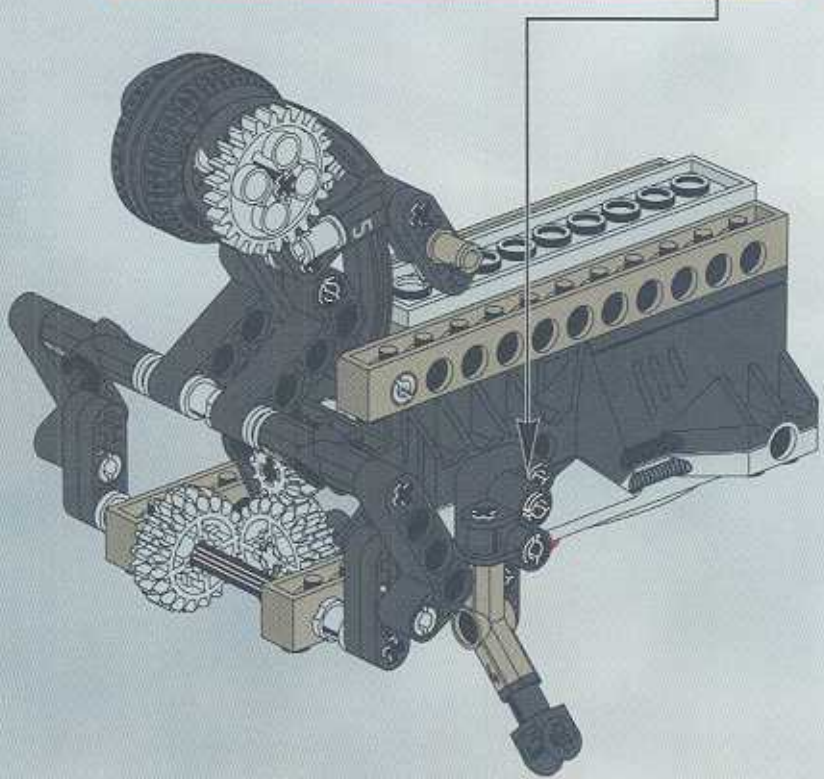
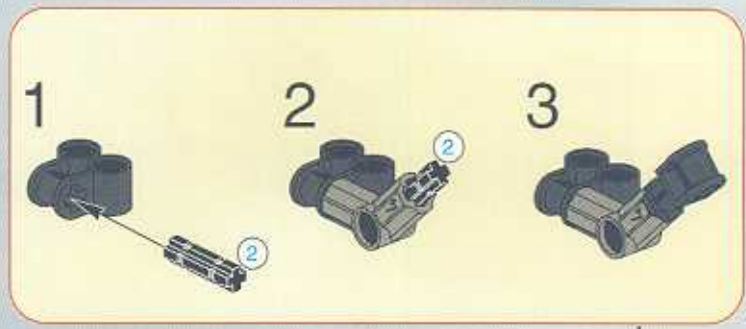




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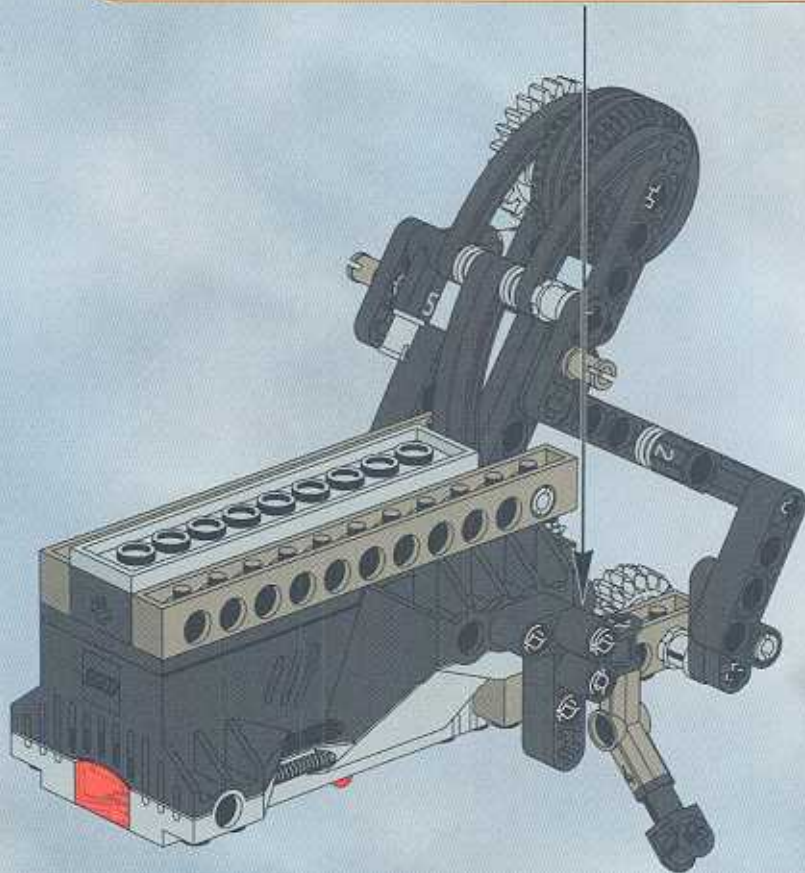
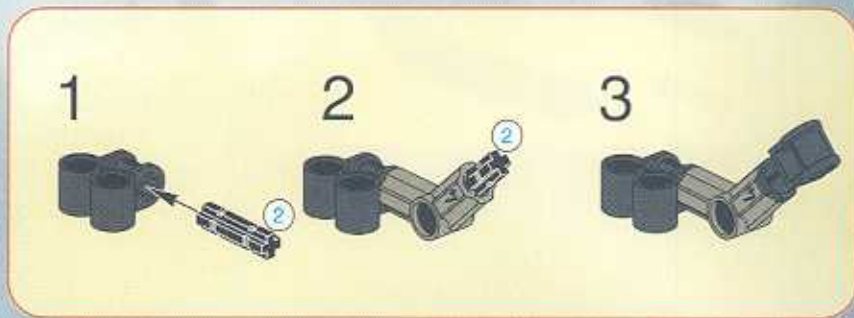
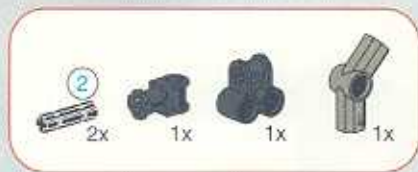


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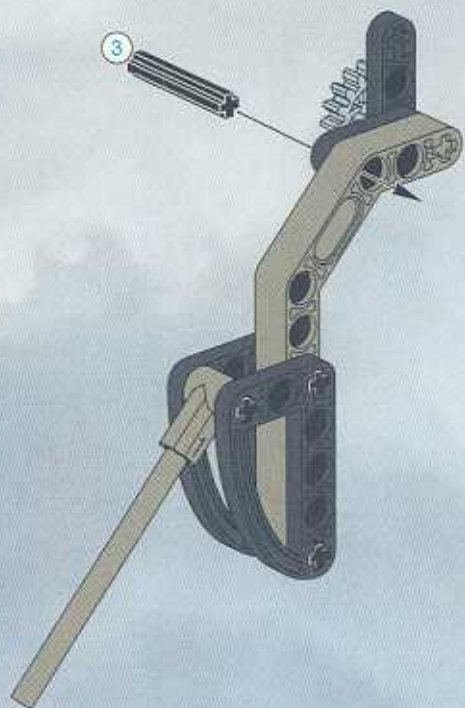


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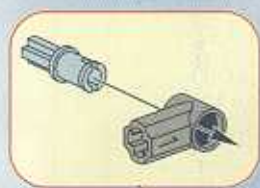




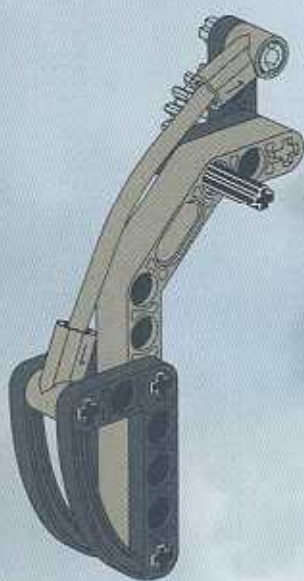
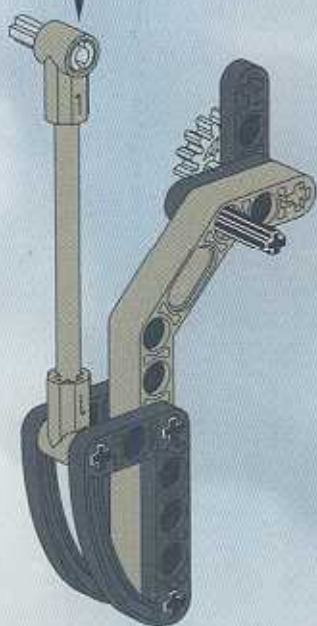
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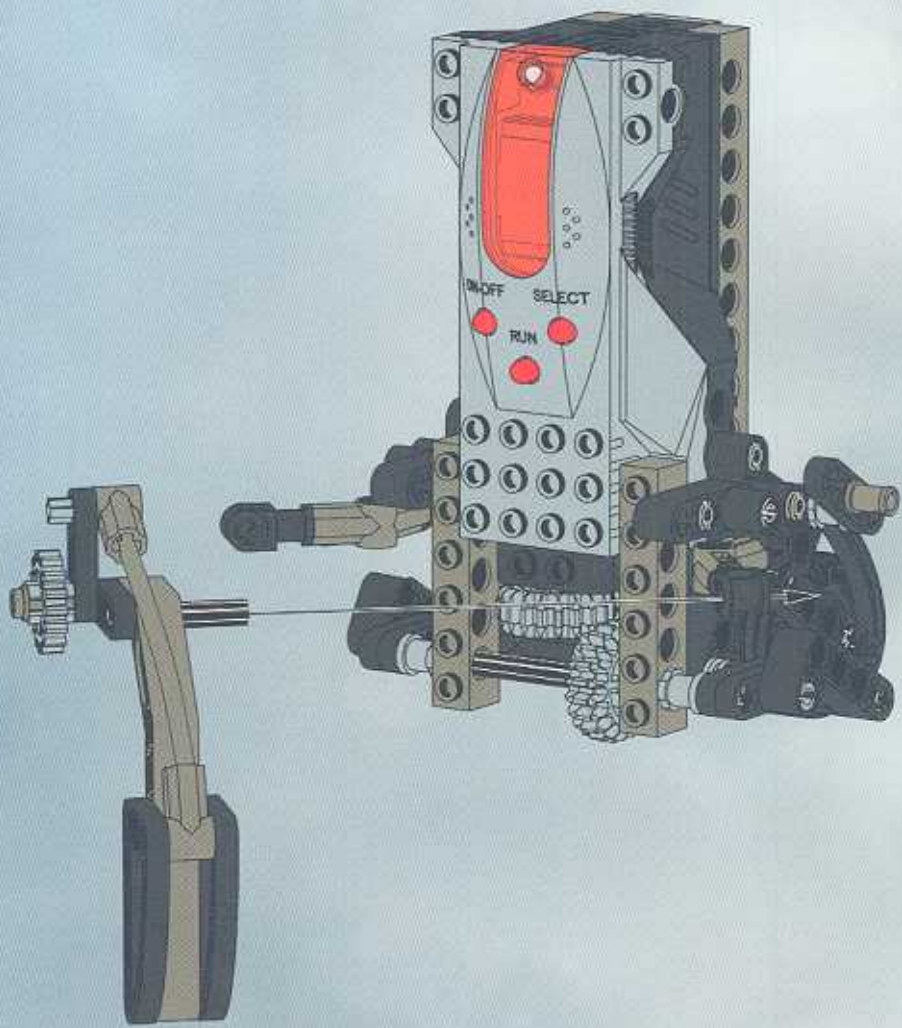


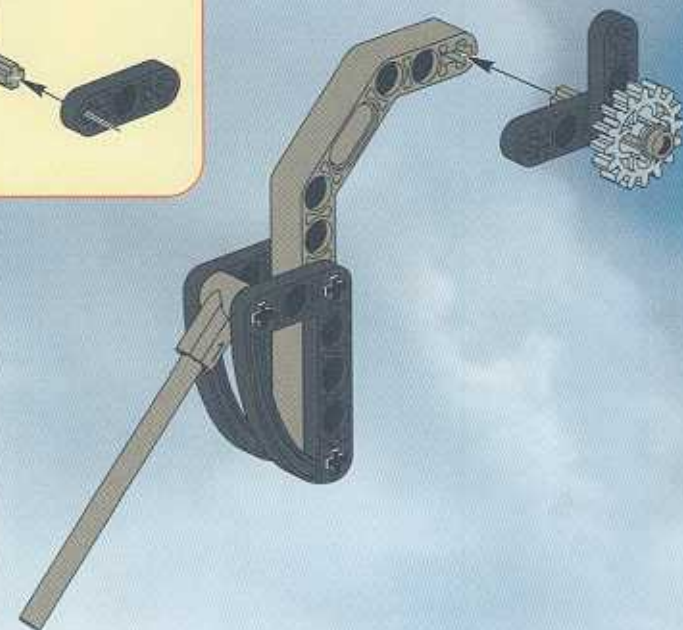
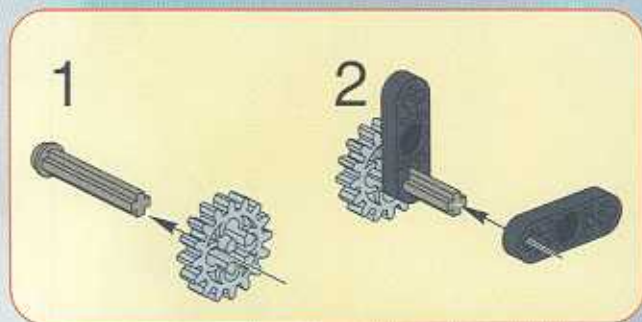
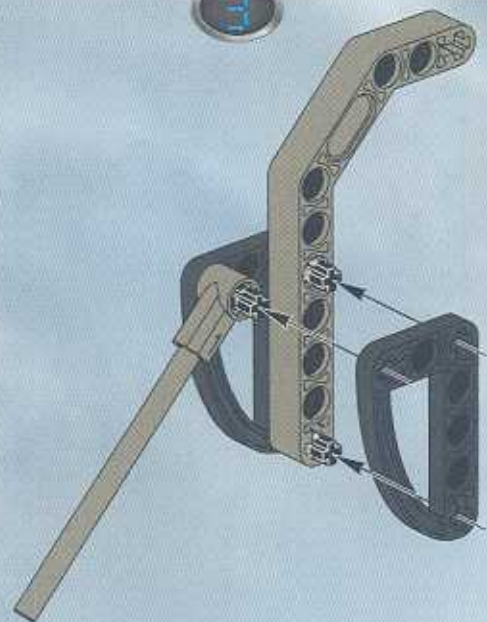
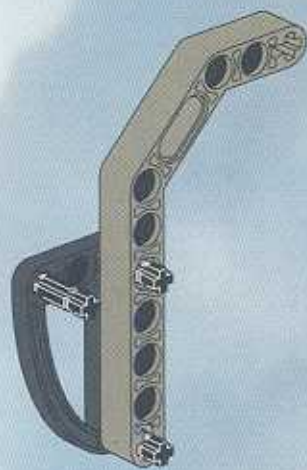
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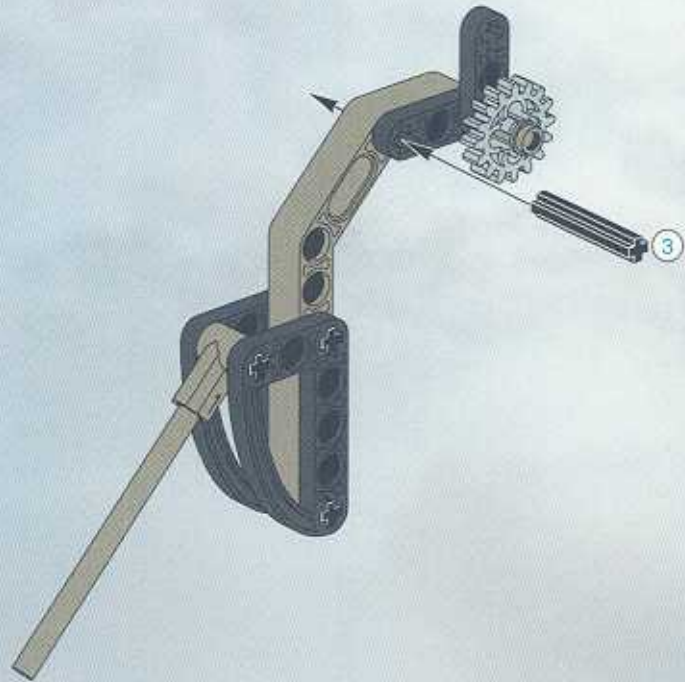
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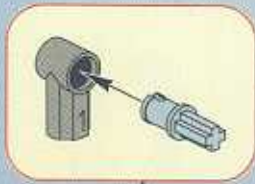




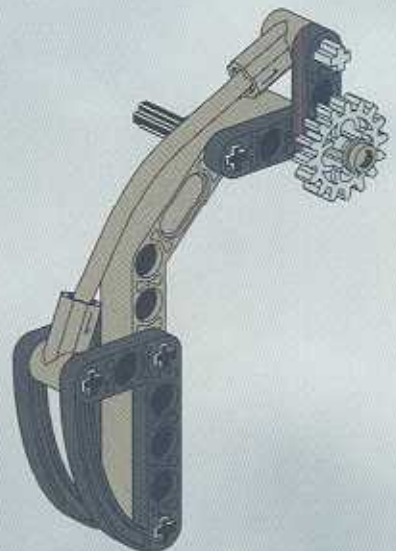
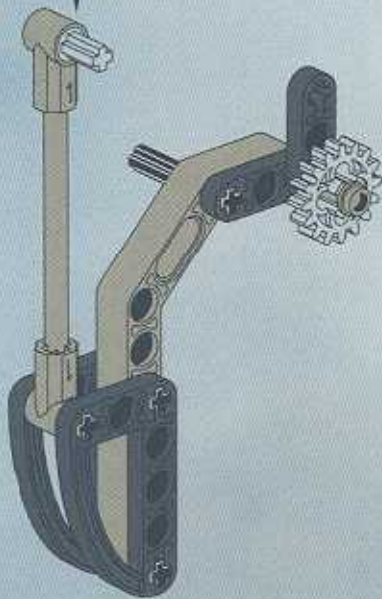
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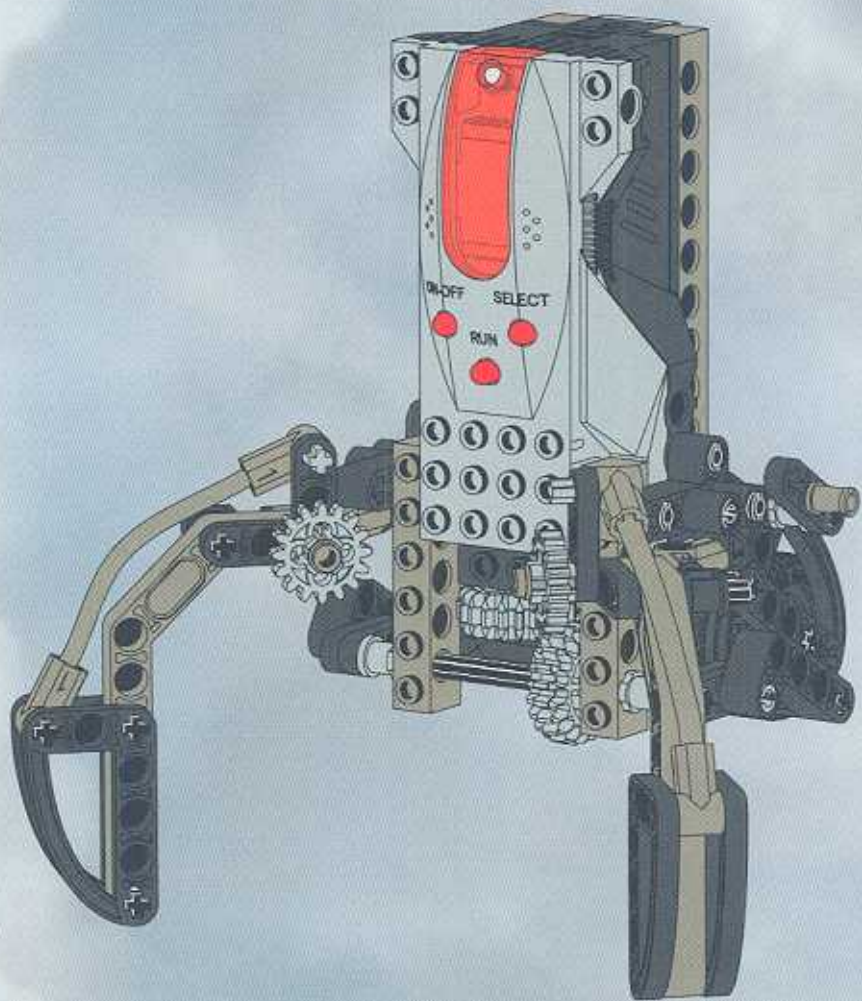


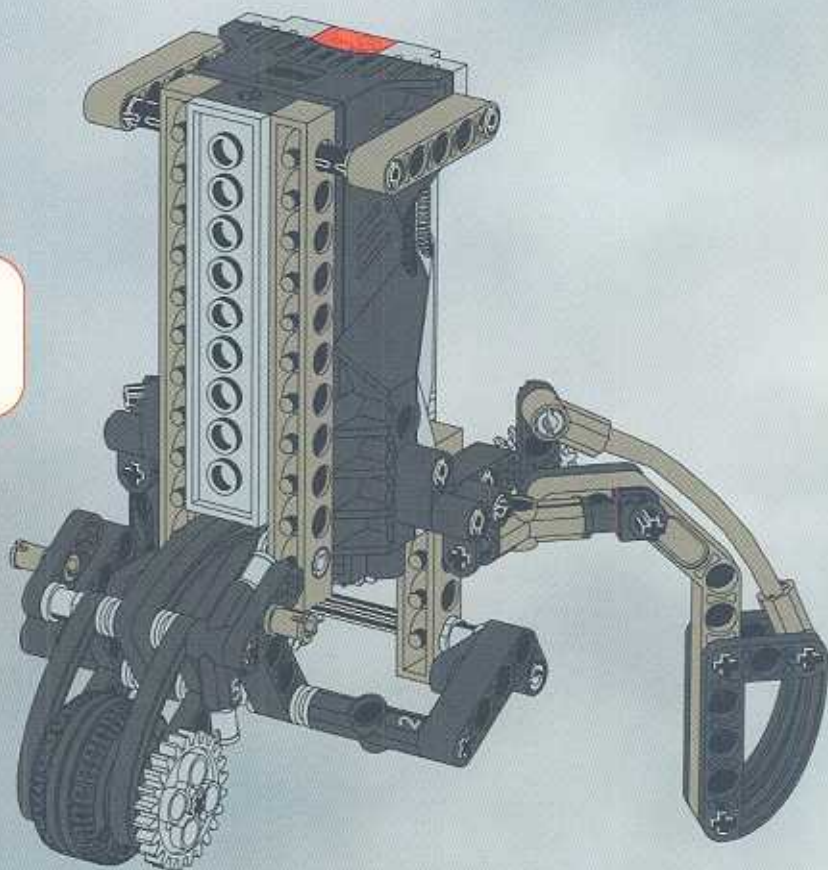
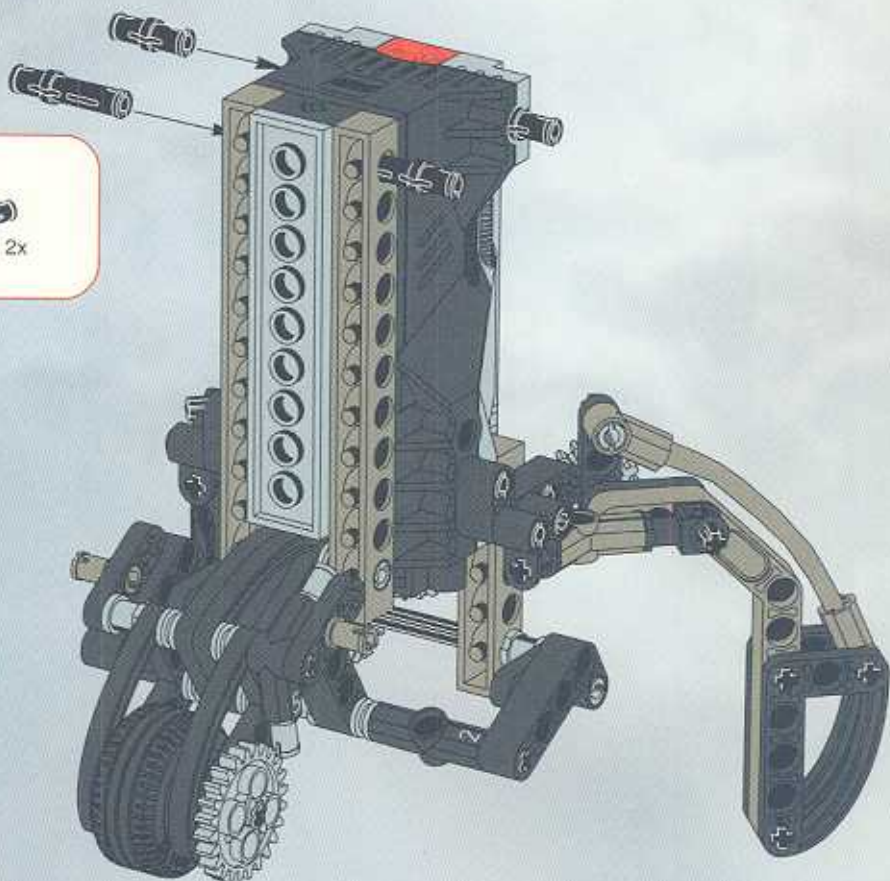
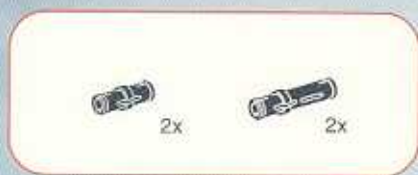
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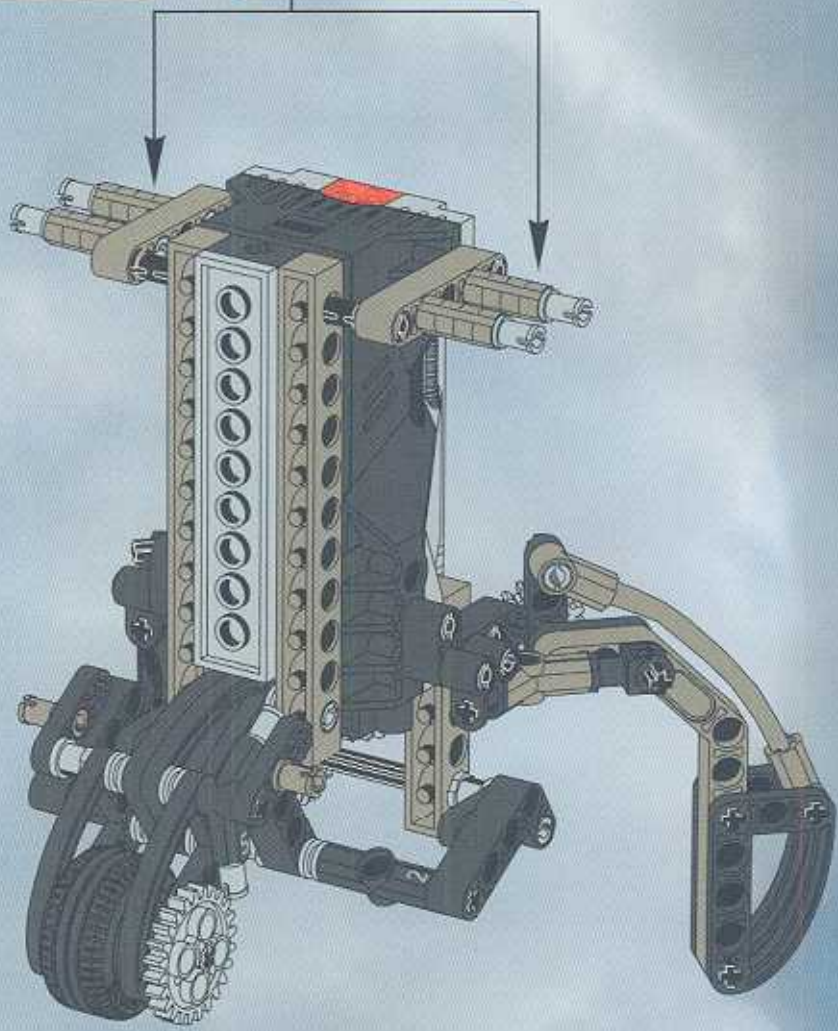
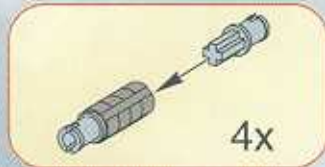
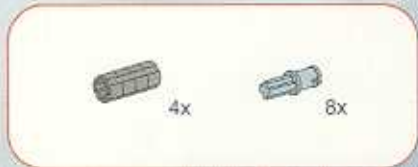


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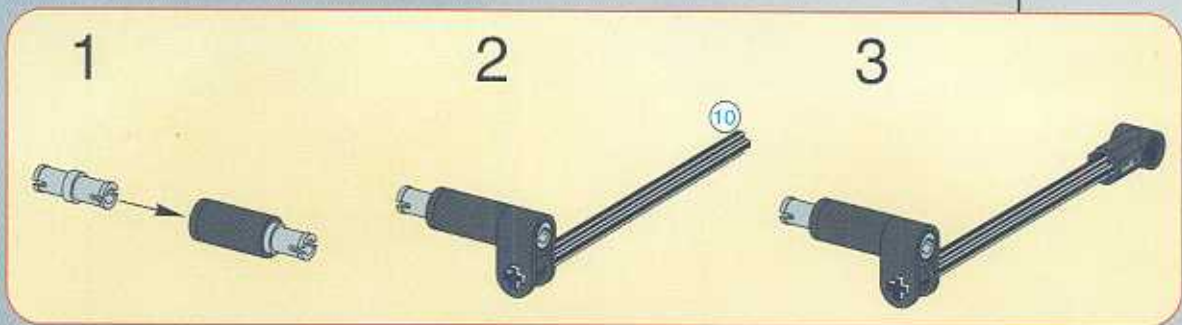
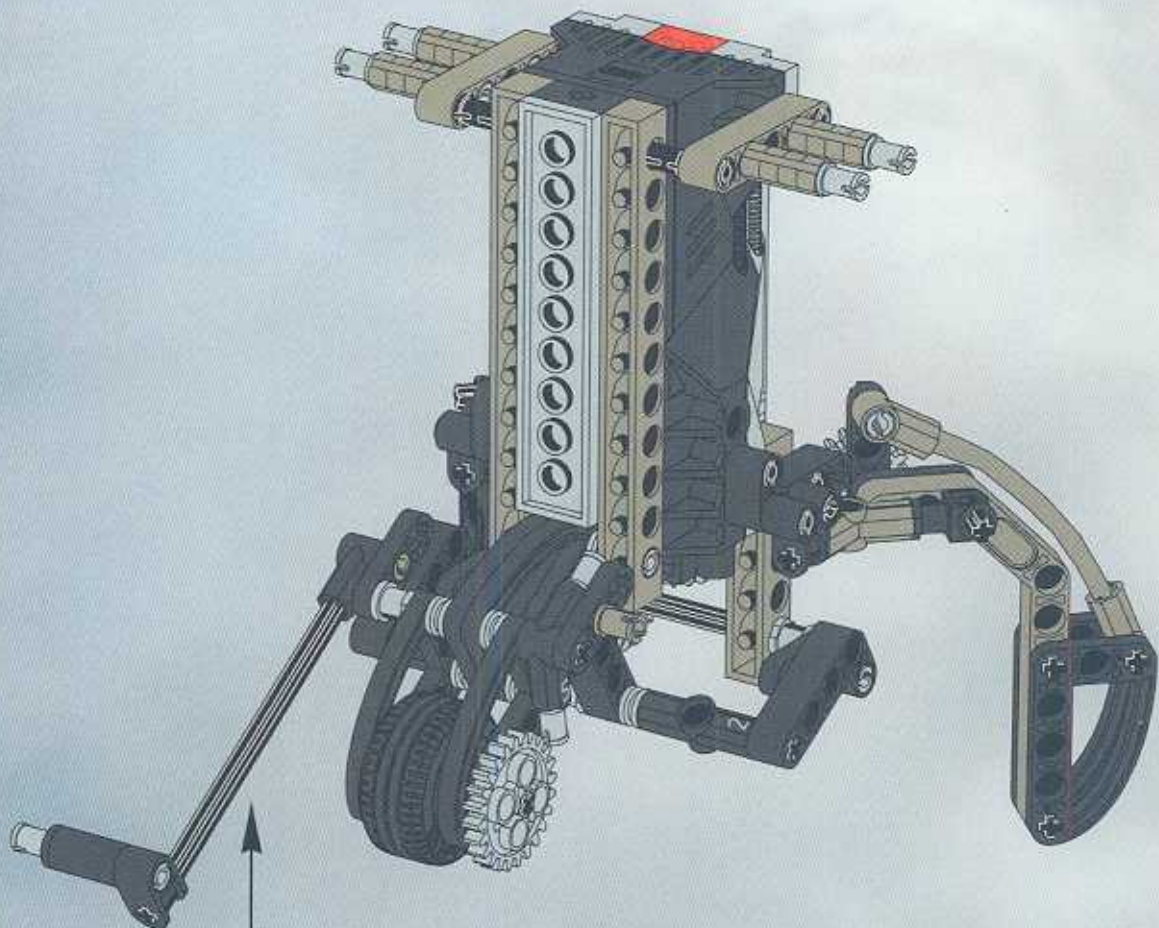
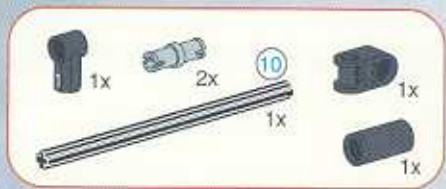


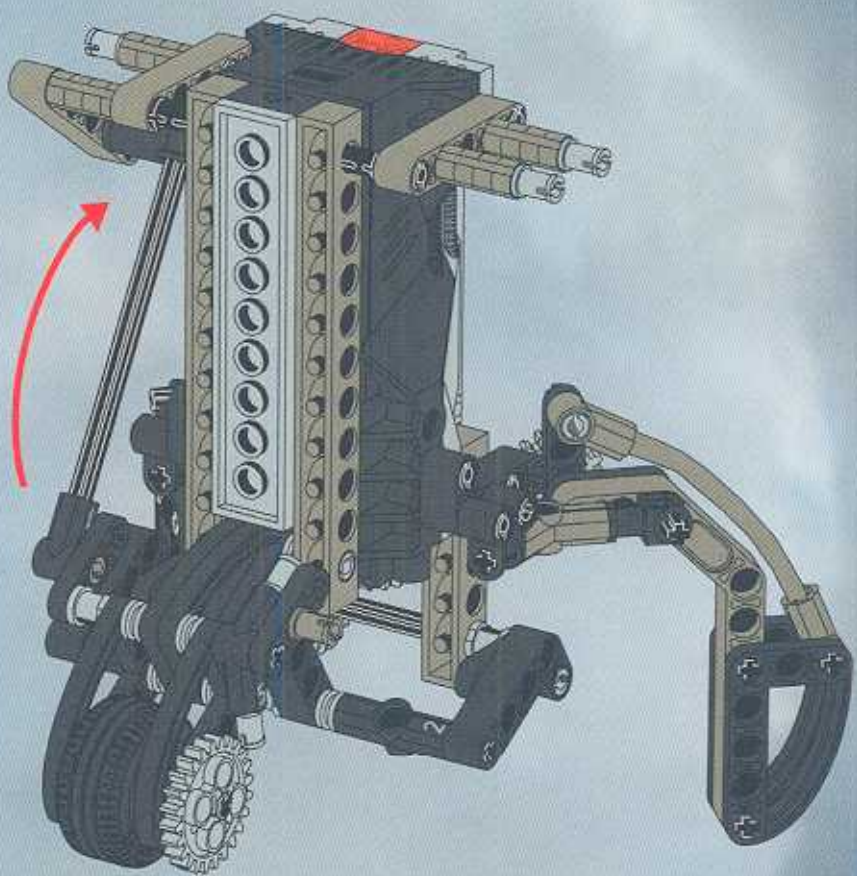






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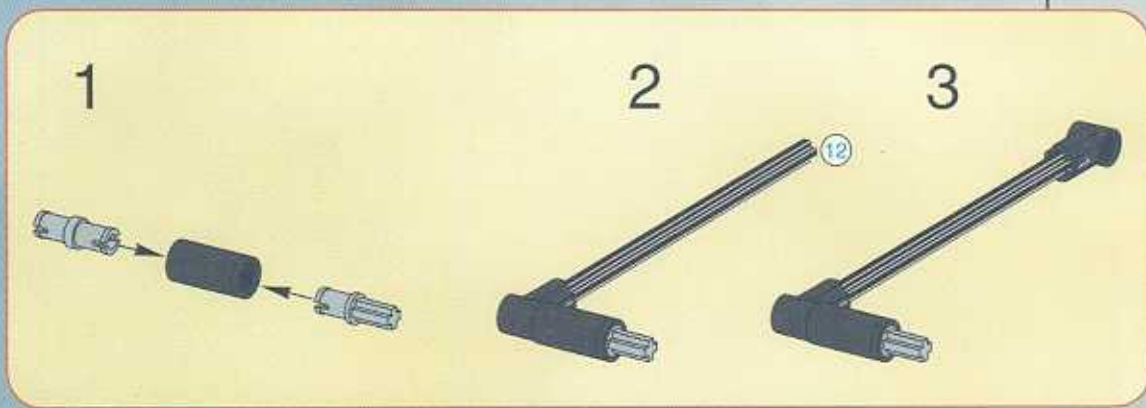
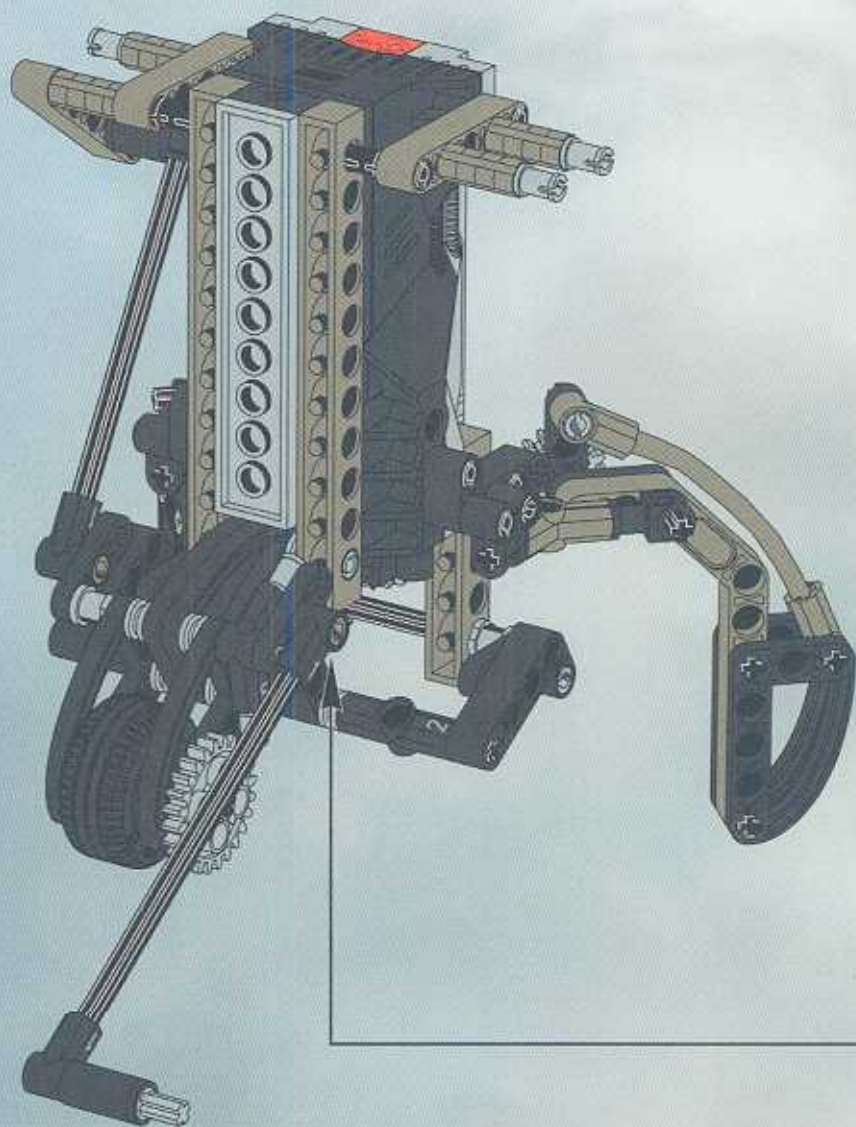
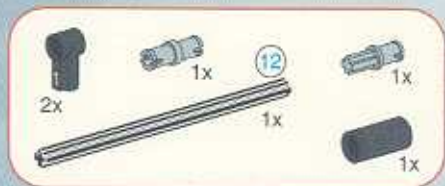


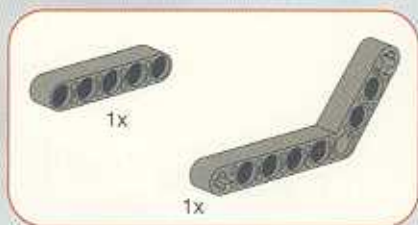
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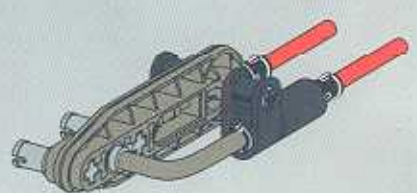
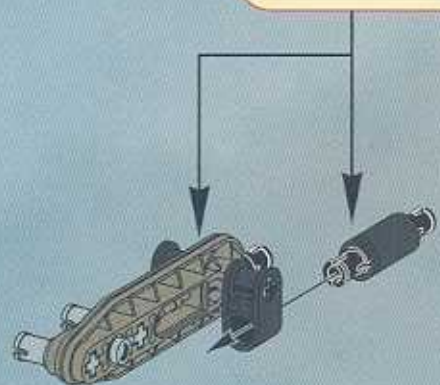
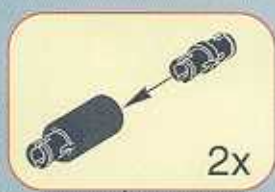
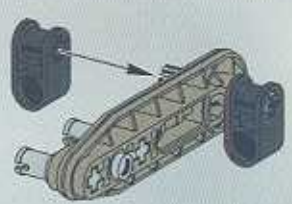
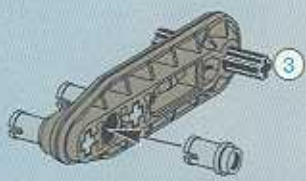
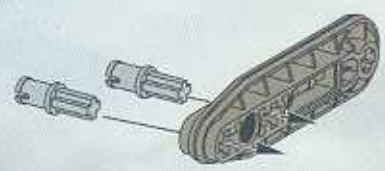
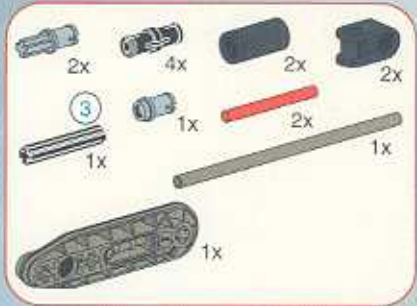


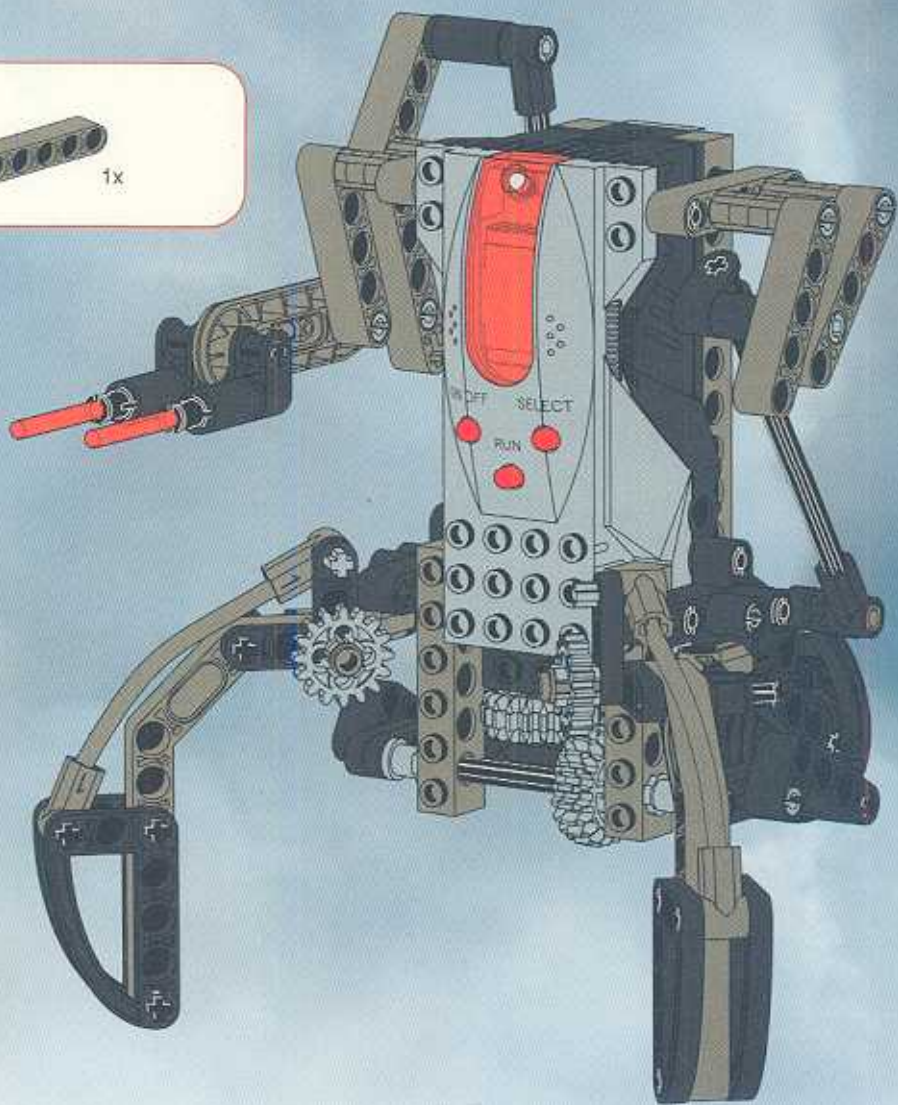
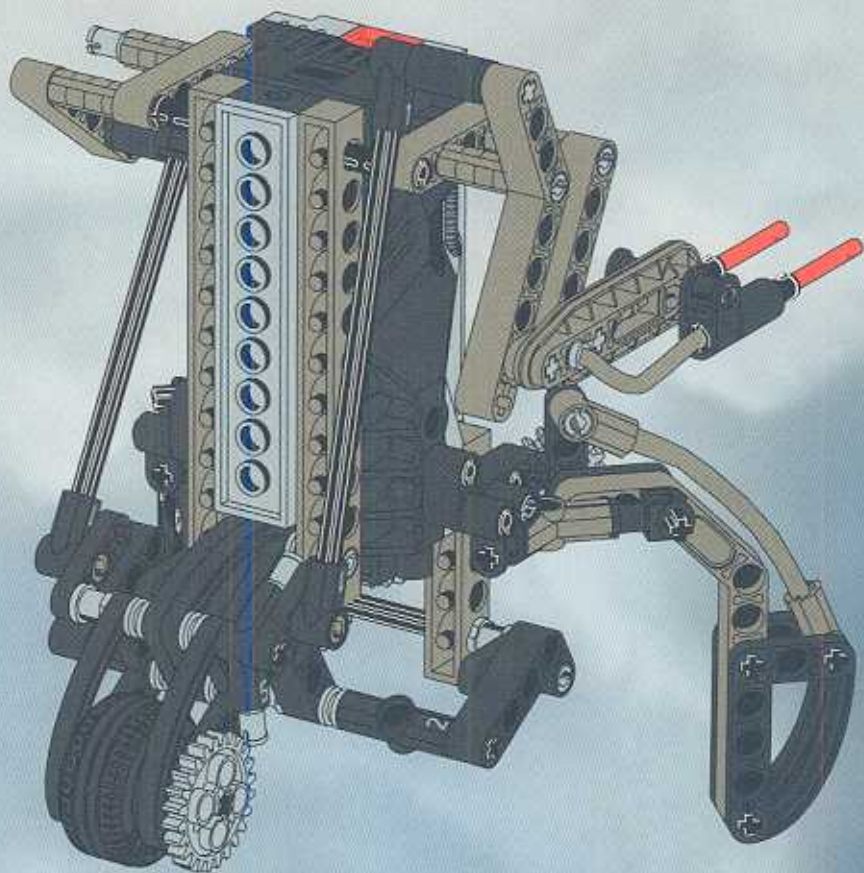


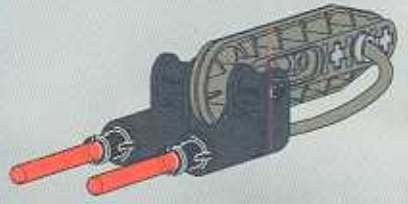
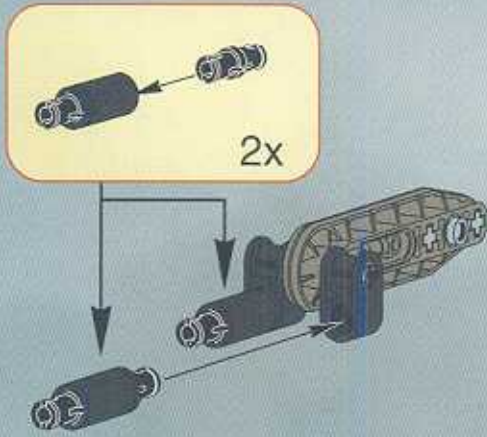
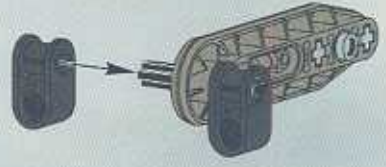
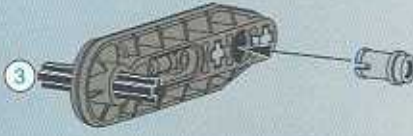
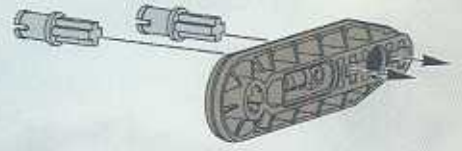
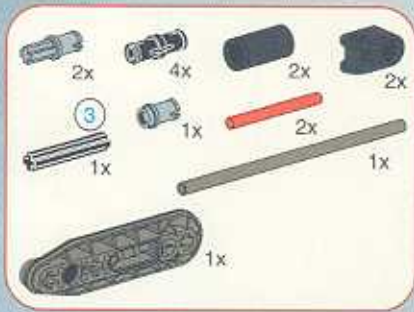
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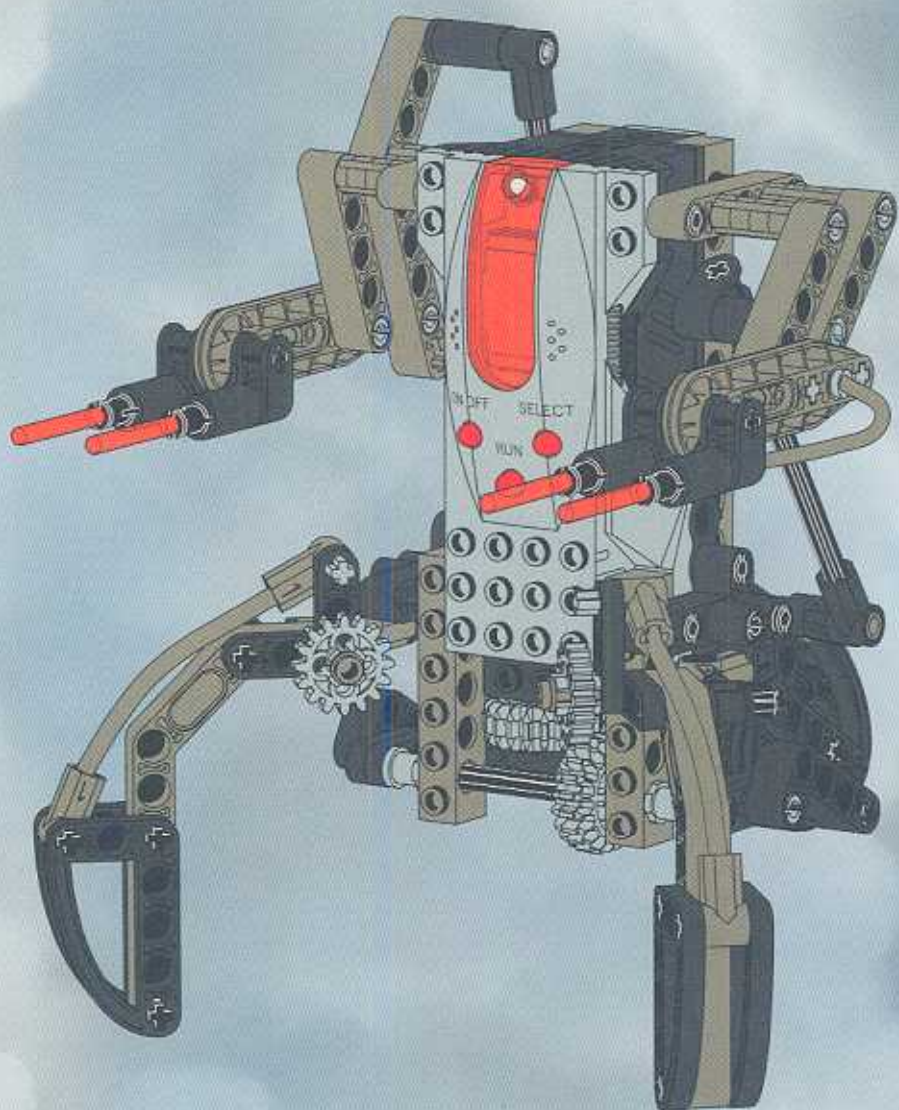










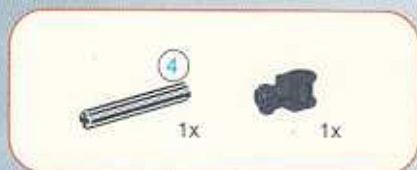


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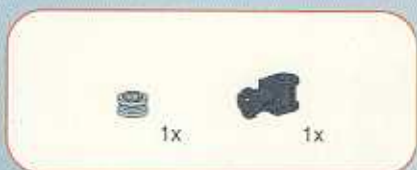




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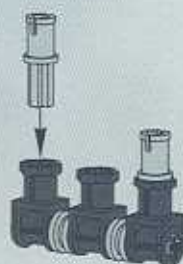
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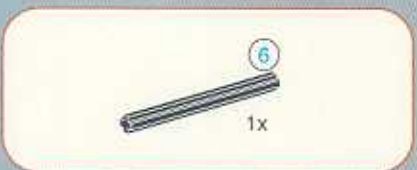
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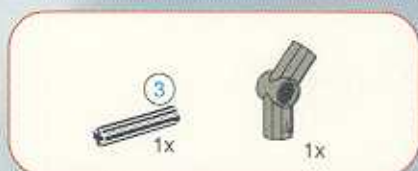




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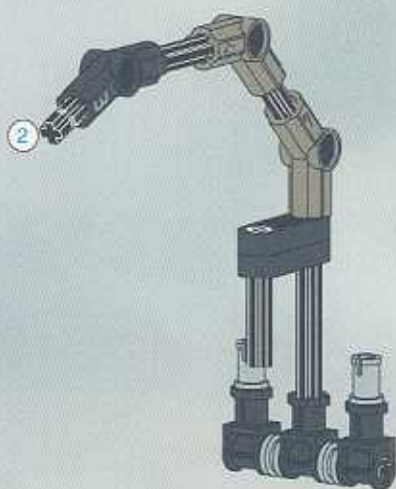
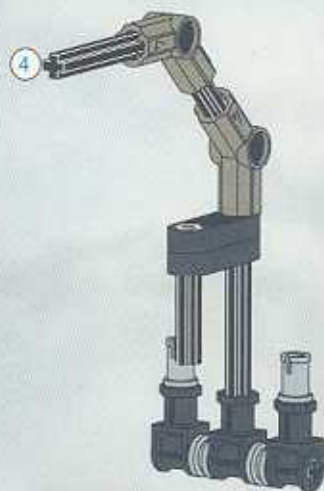
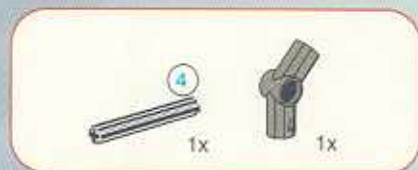


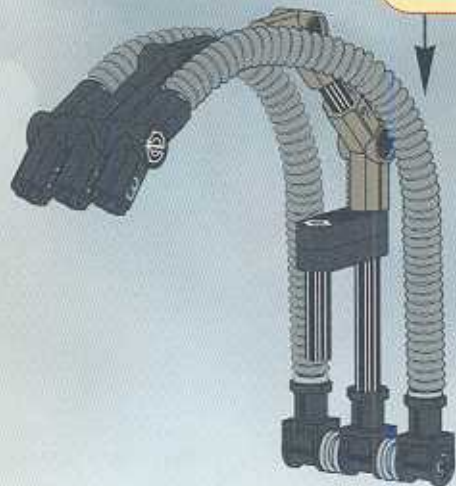
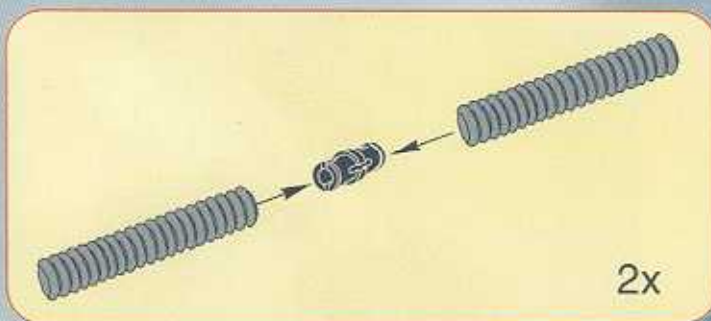
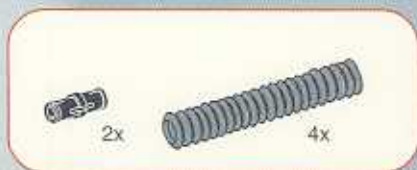
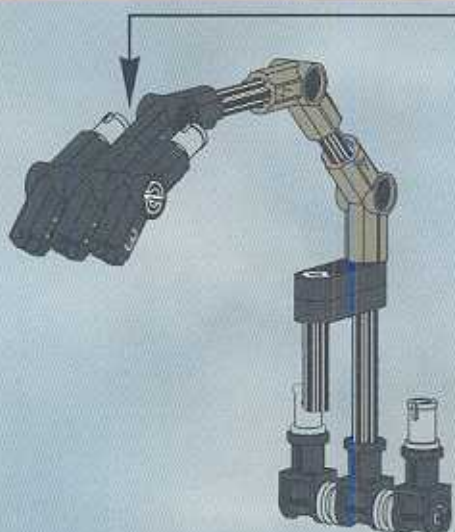
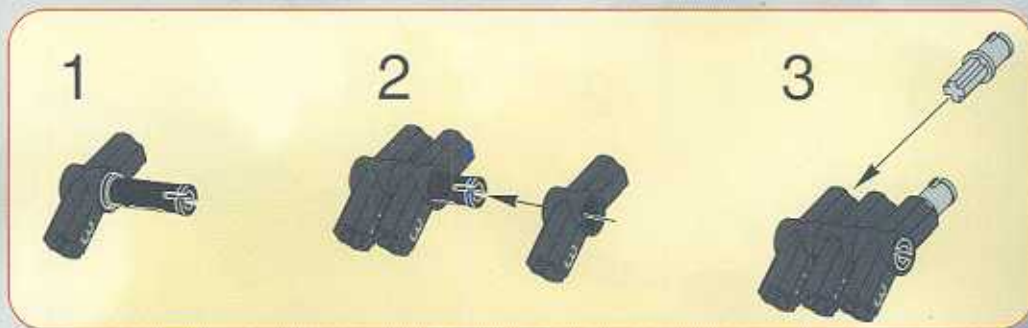
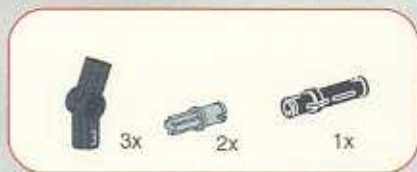
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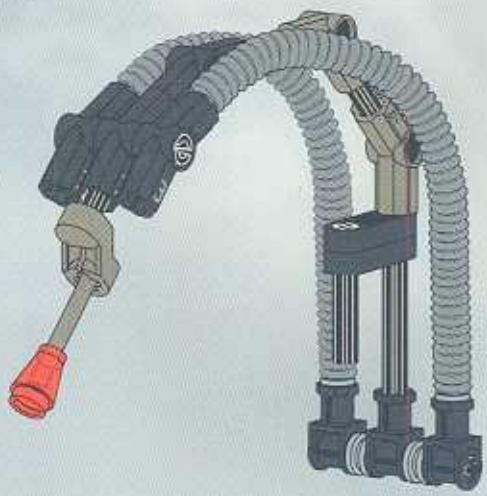
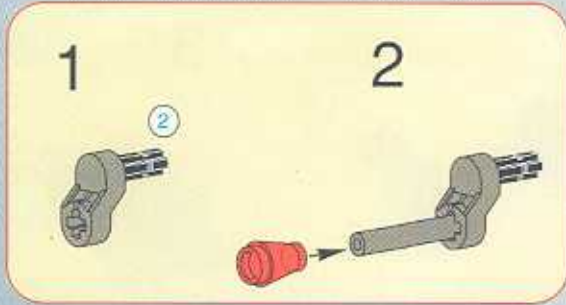
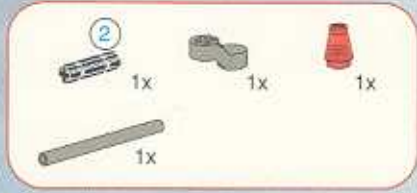




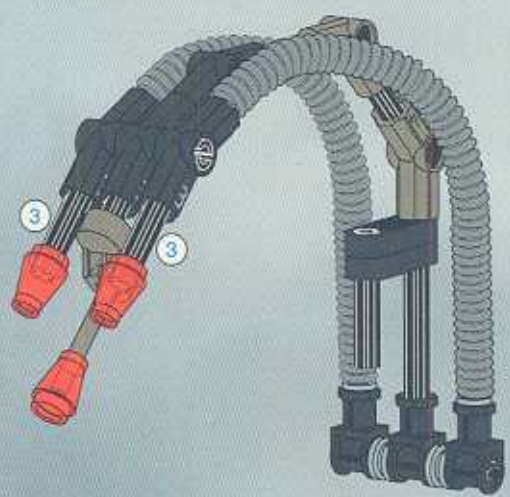
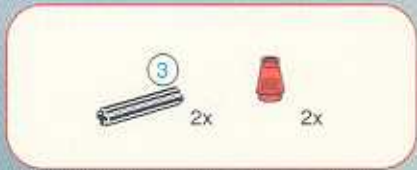


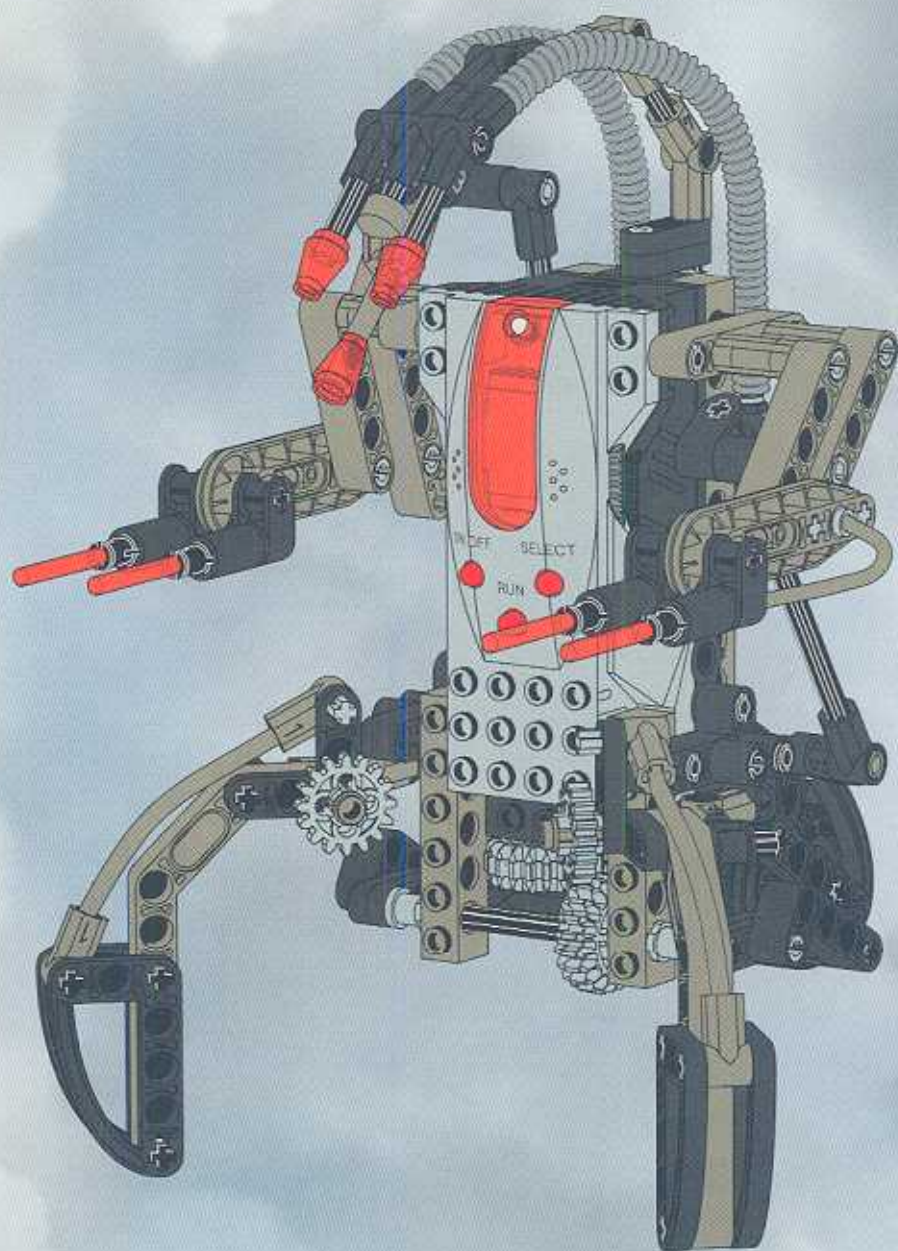


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15



KEEP ALIVE



Select and Run Program 5 (Keep Alive). Flash the Destroyer Droid to make it move. Flash it several times to make it move faster. You can change the Droid's direction by flipping the Direction Switch on the back of the model.



ALARM



Select and Run Program 6 (Alarm). A change in light causes the Destroyer Droid to move and sound an alarm.





INTRODUCTION

TRAINING

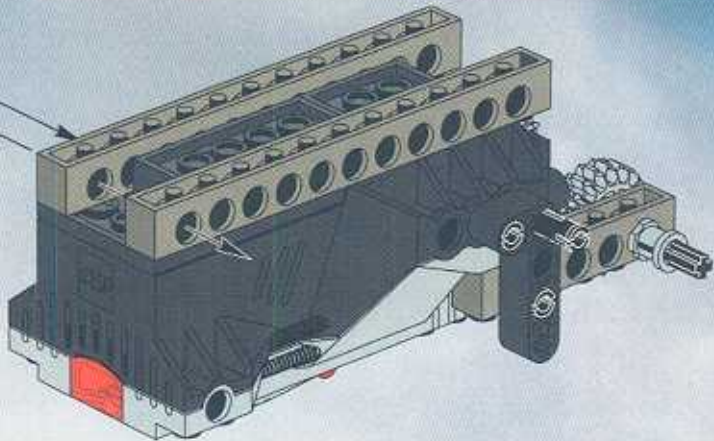
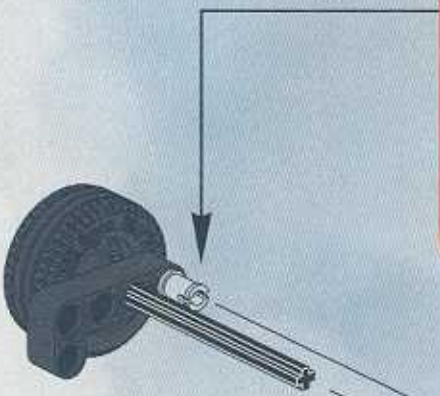
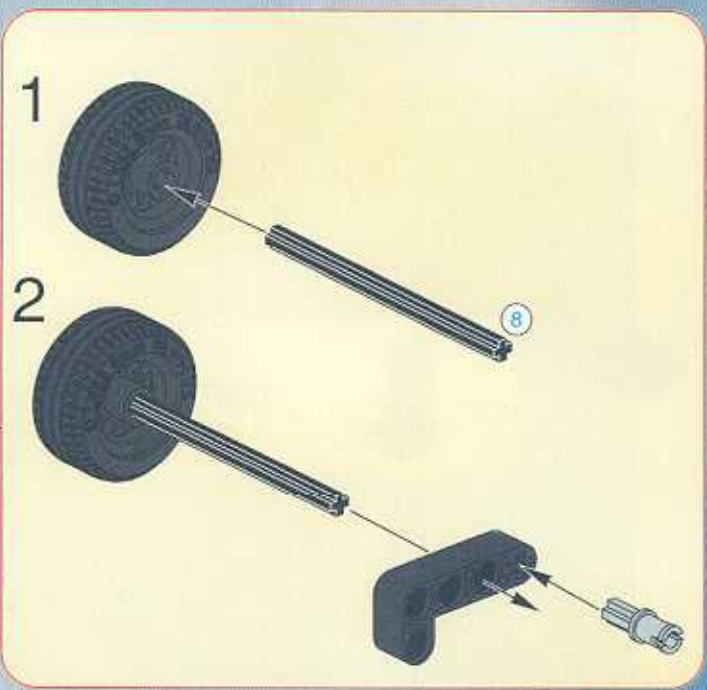
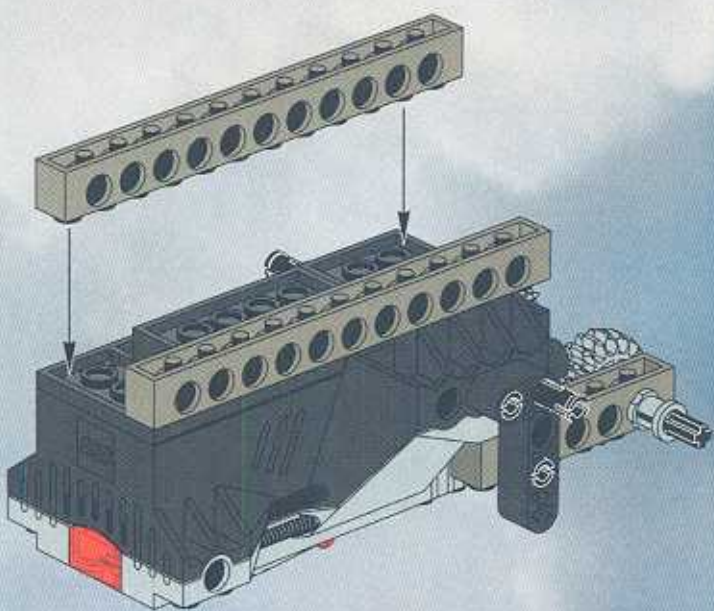
CHALLENGES

EXTRA



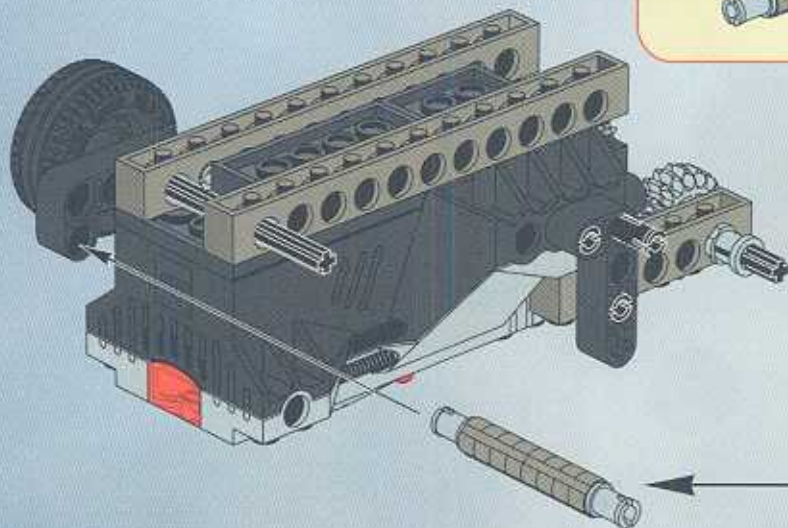
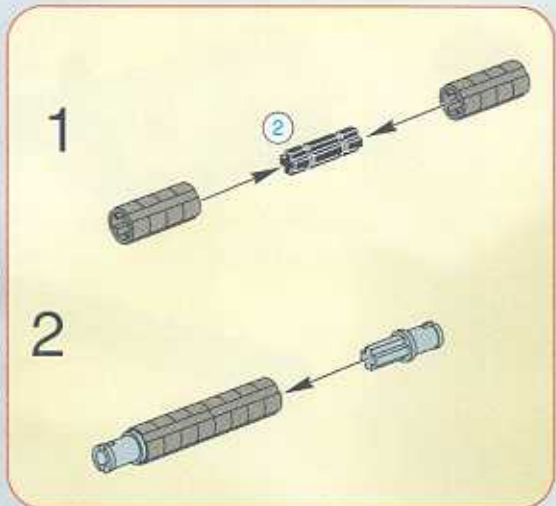


If you have not yet built the Y-Frame, go to book 1 page 10

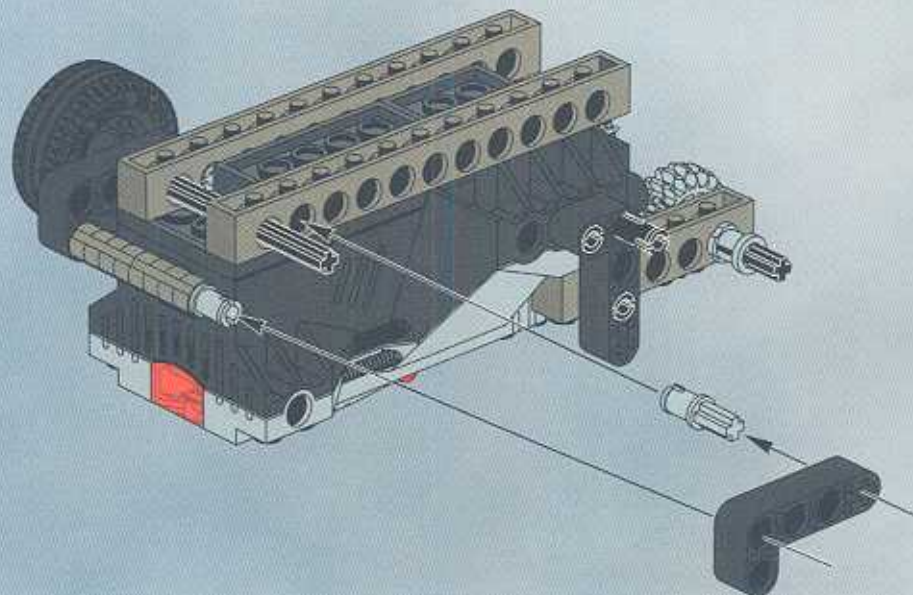




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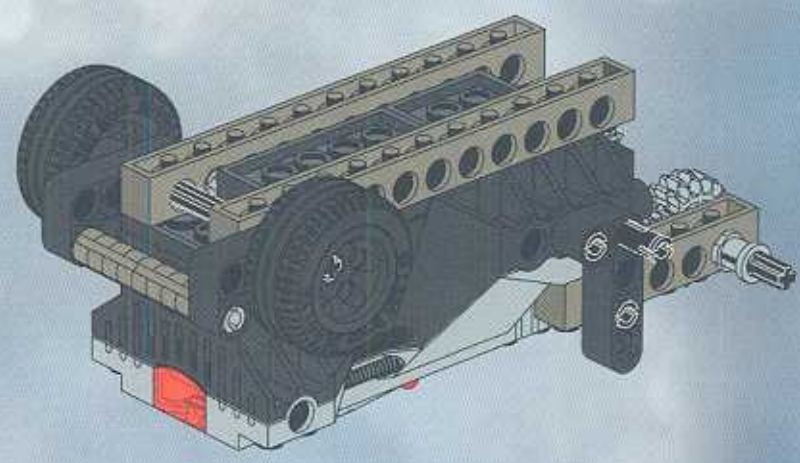


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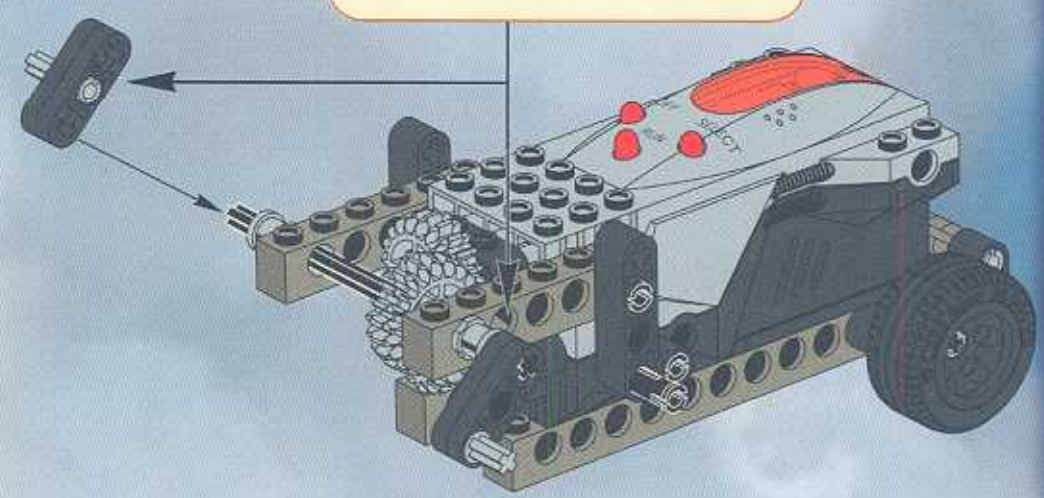
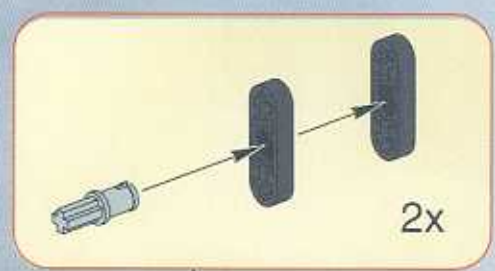


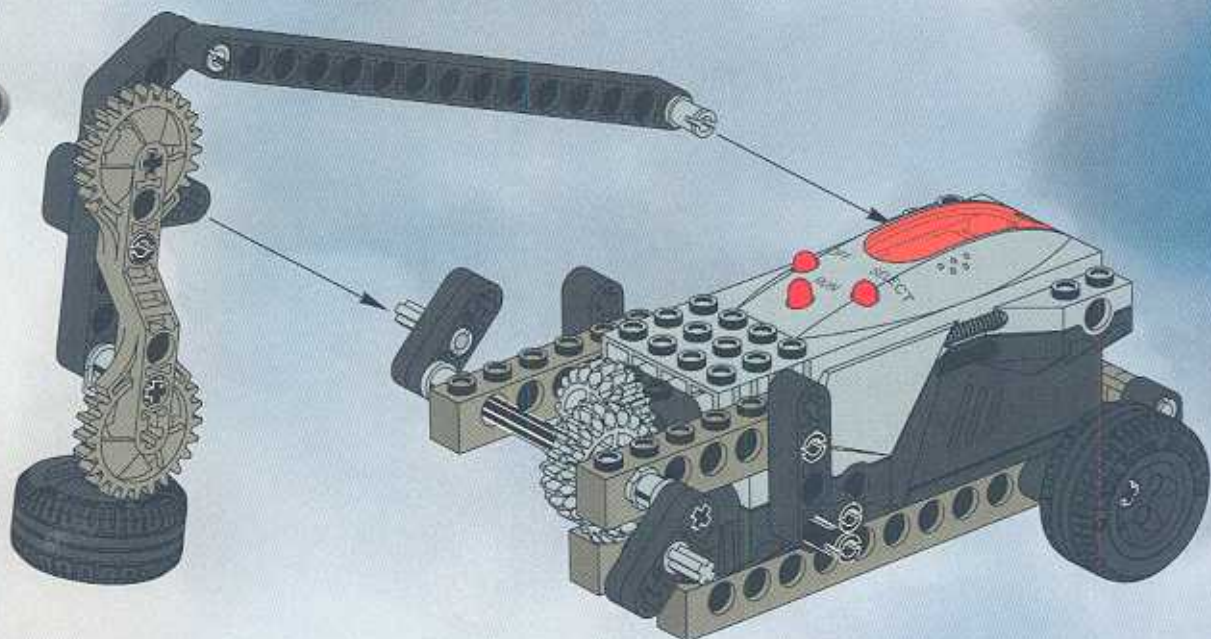
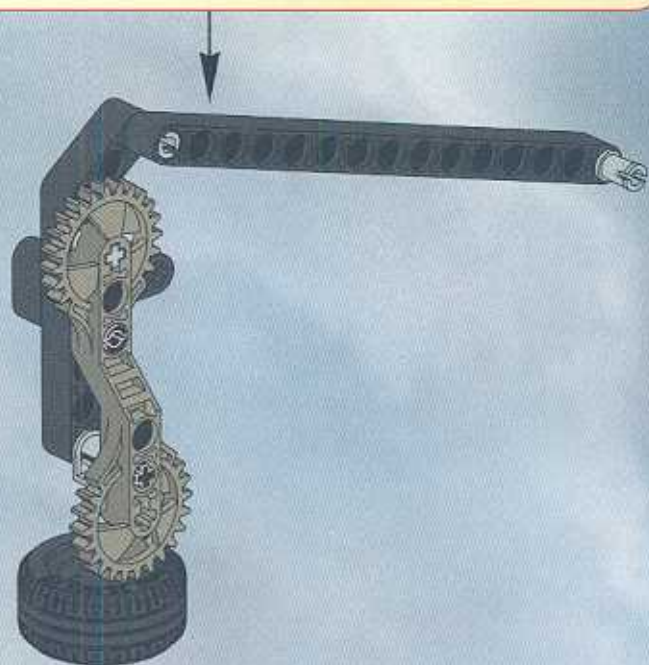


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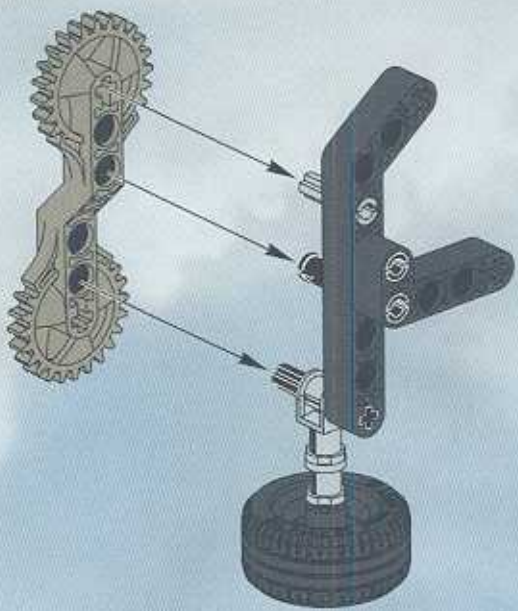
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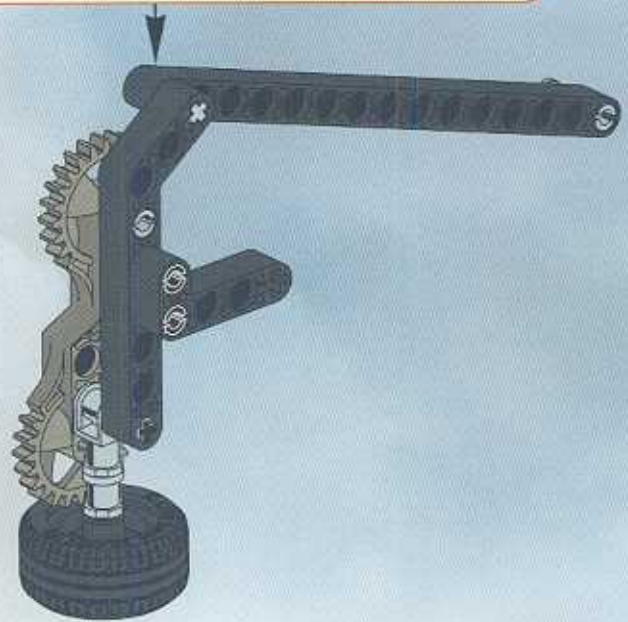
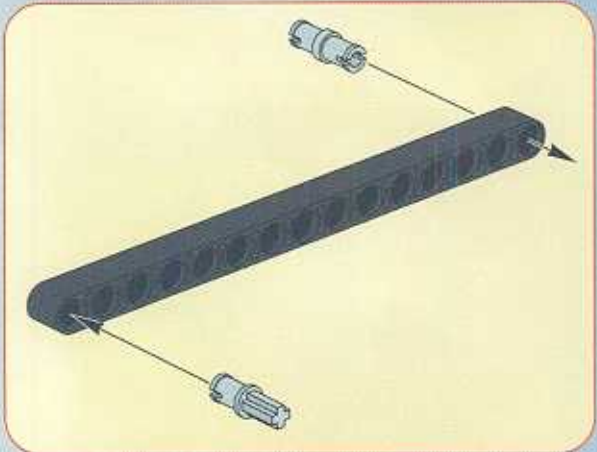


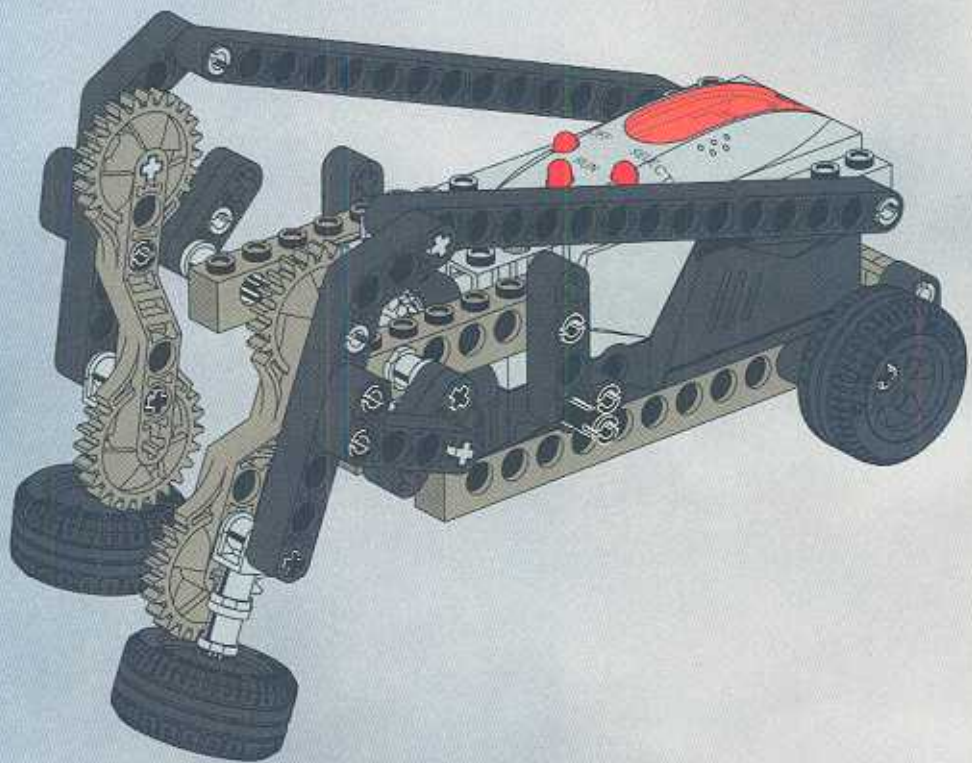


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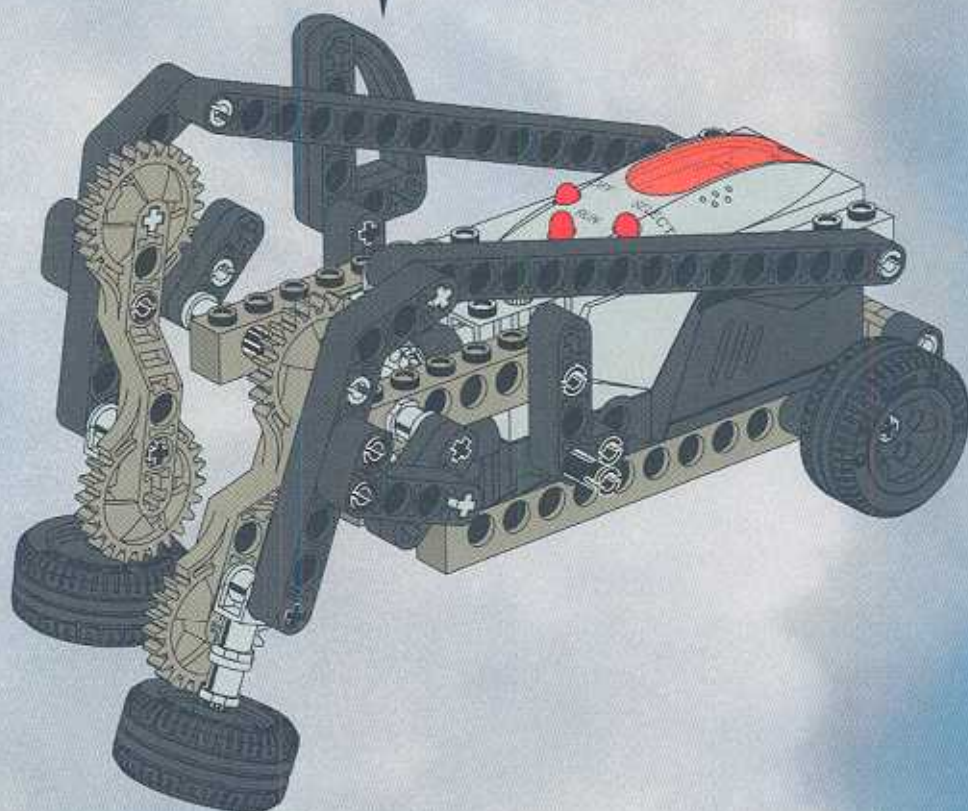
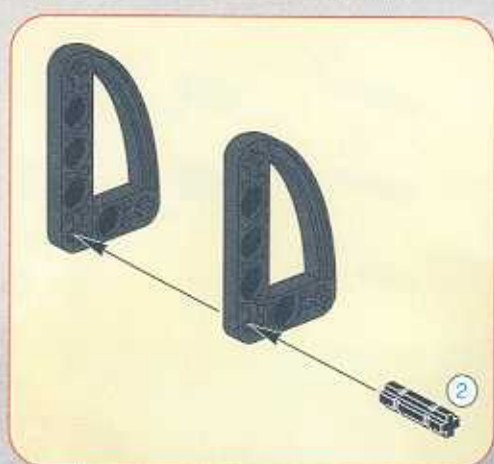
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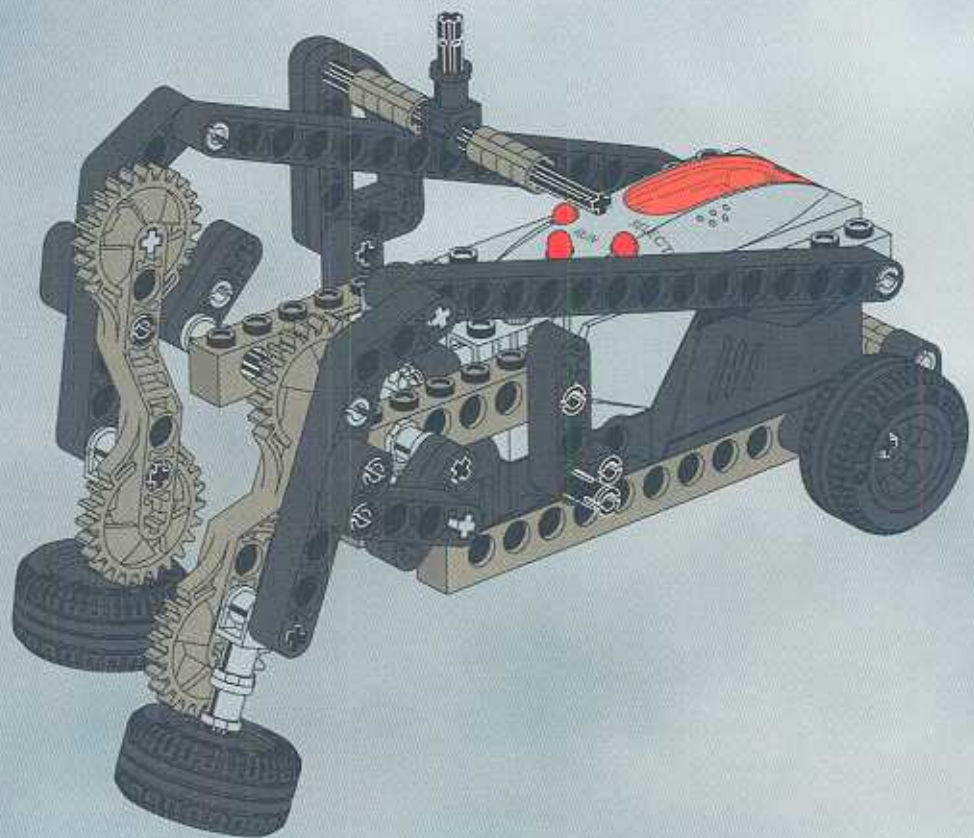
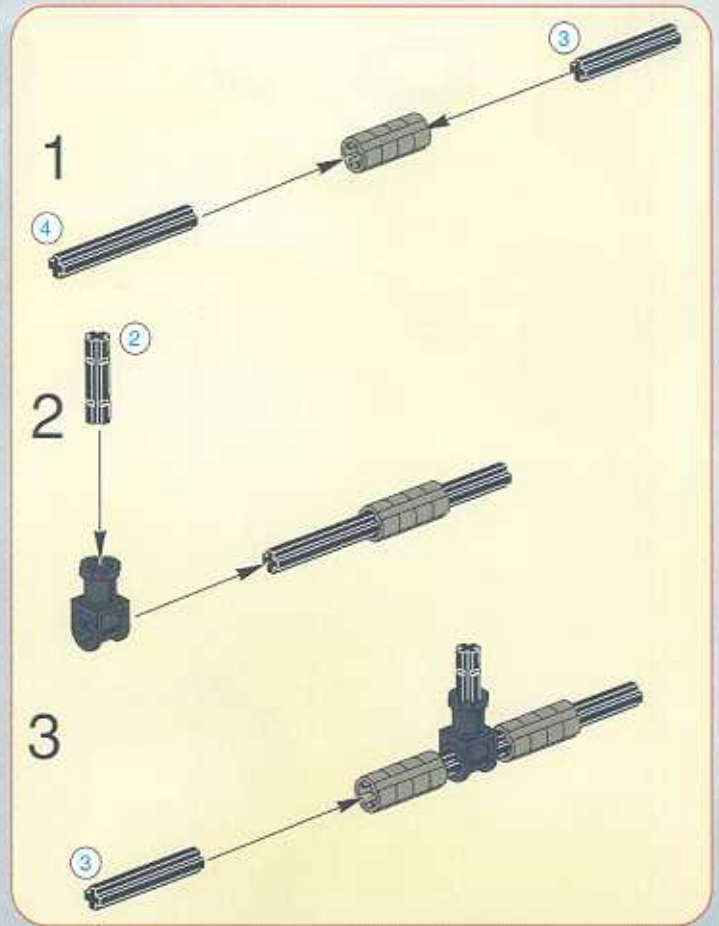


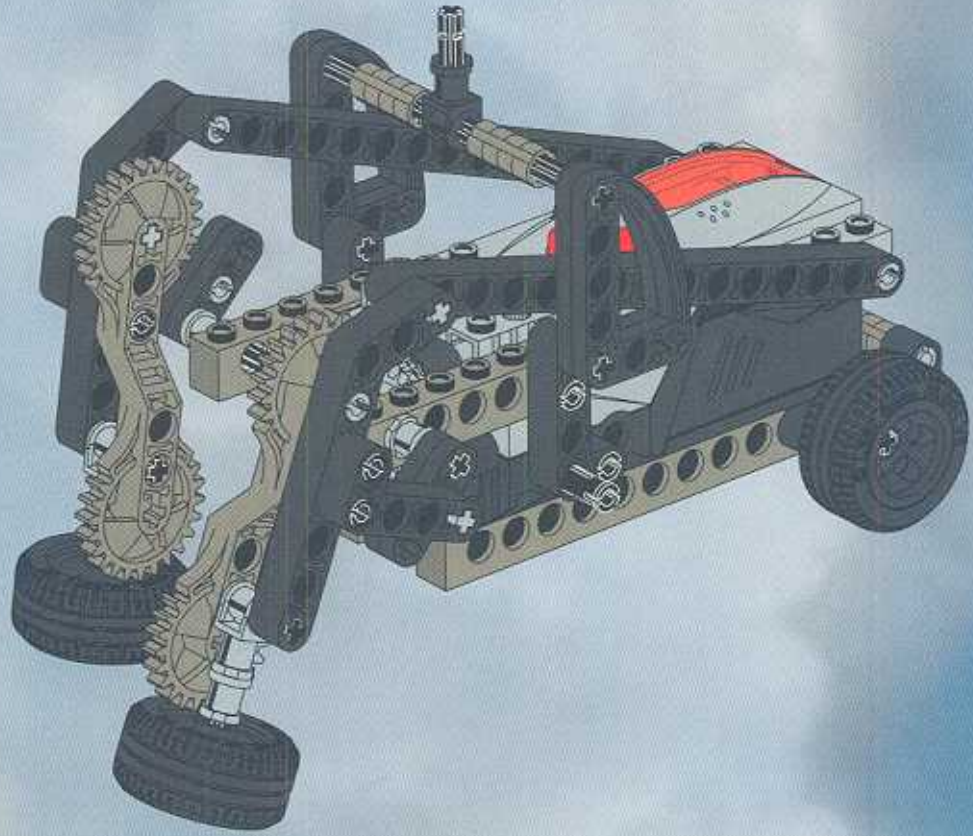
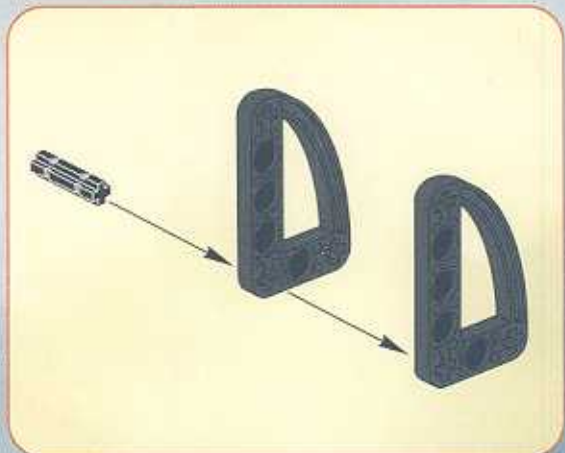




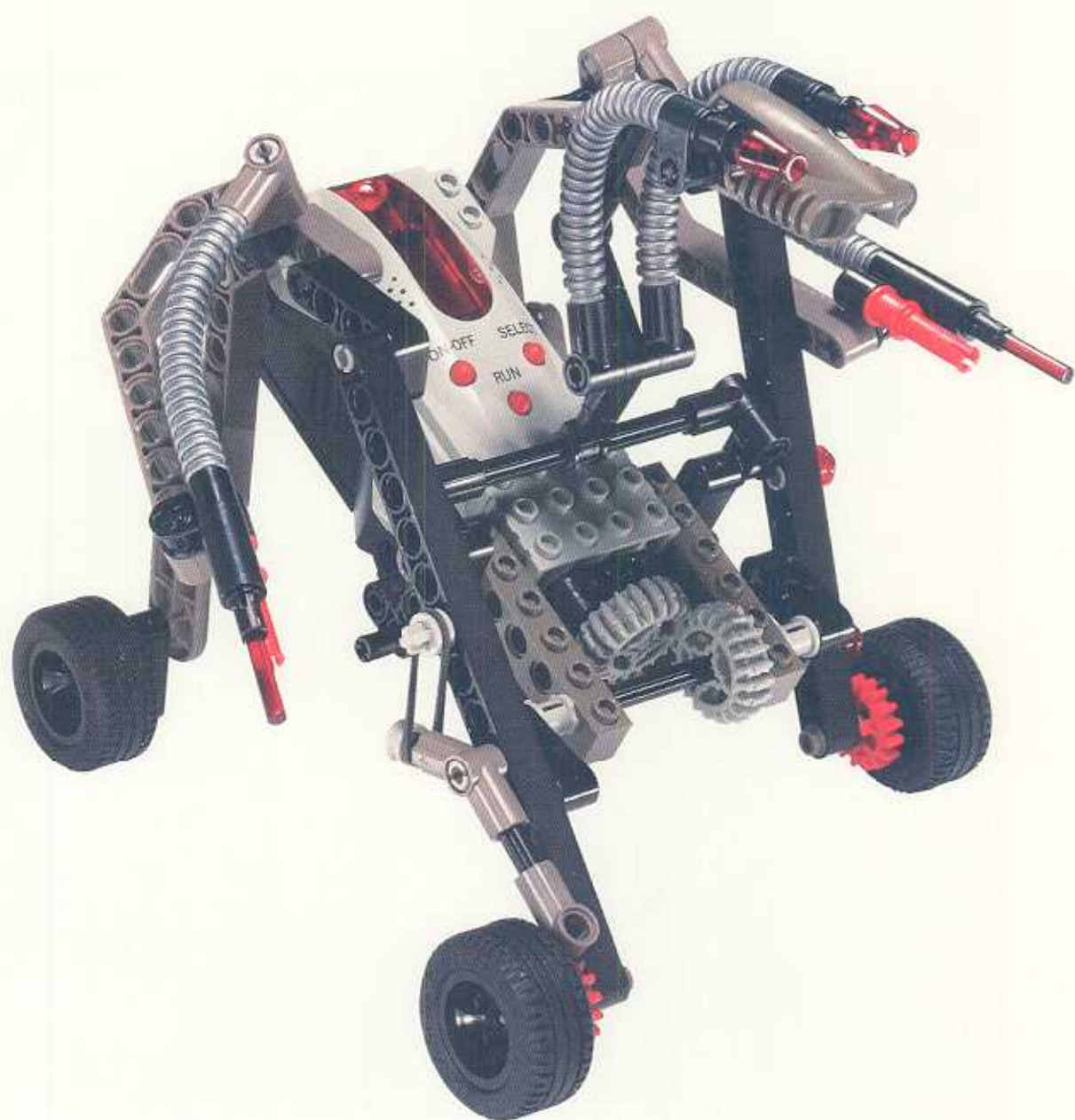
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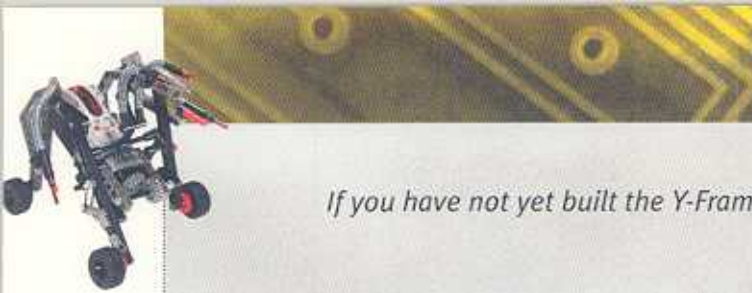




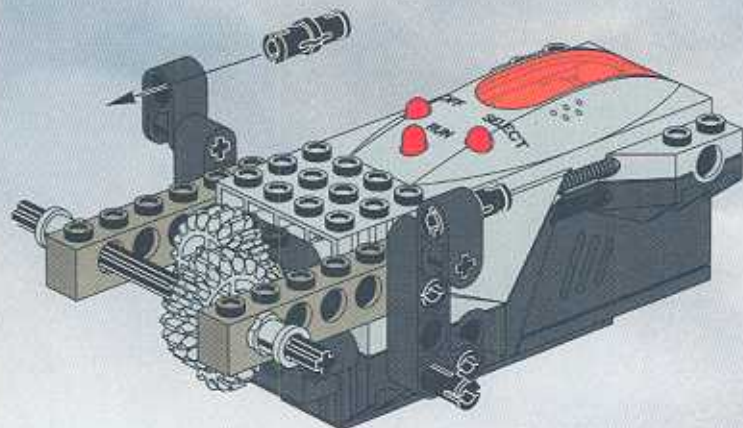
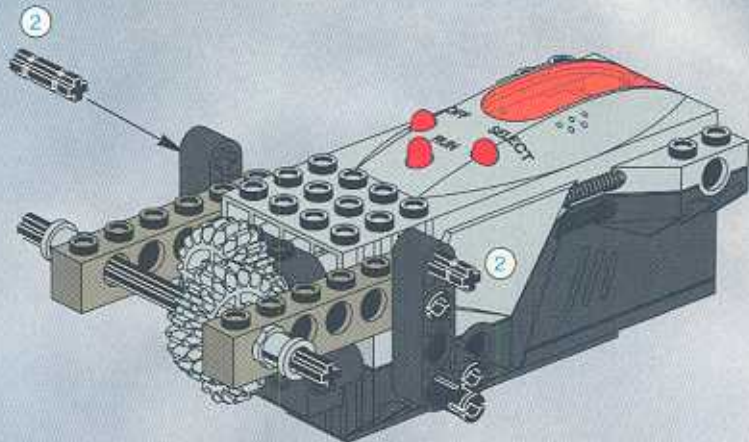


To add different attachments, go to Special Features (page 70) or go to the Stepper Challenge (page 69)



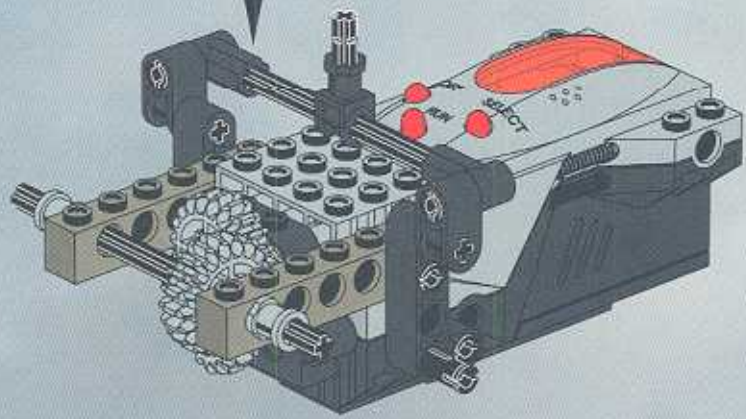
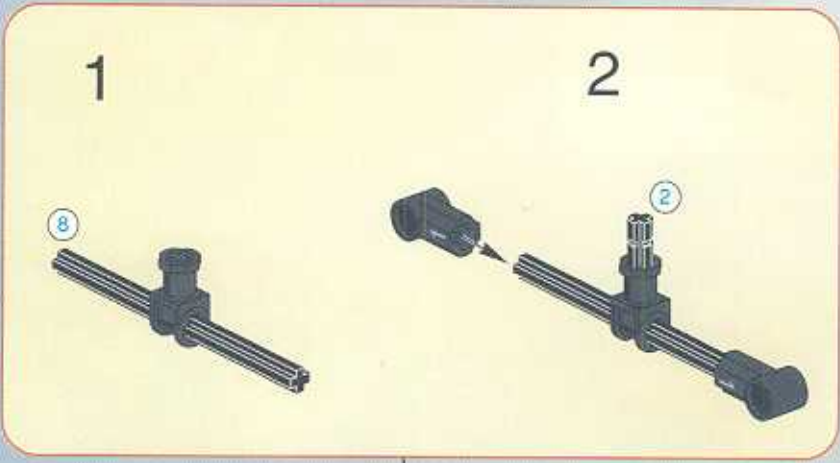
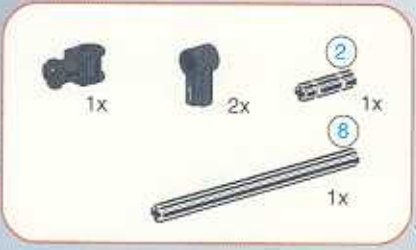


If you have not yet built the Y-Frame, go to book 1 page 10



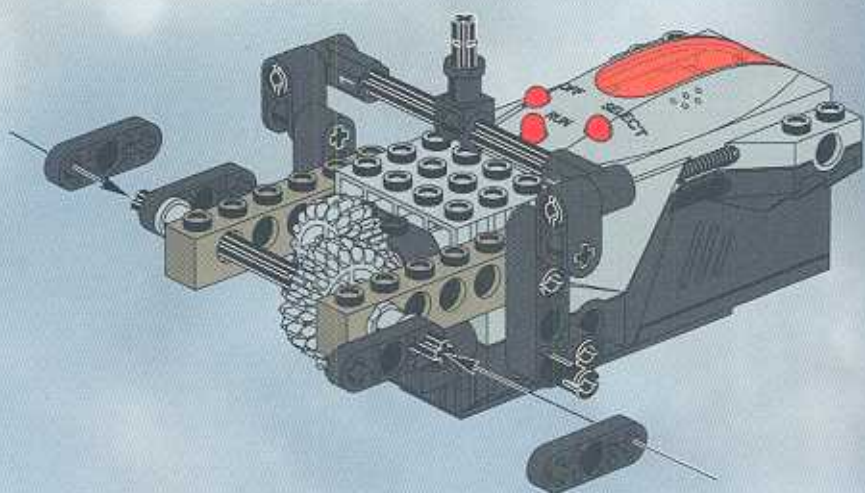


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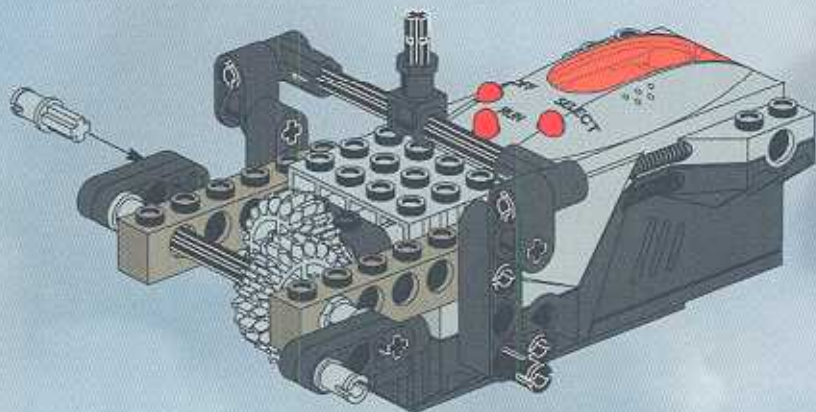


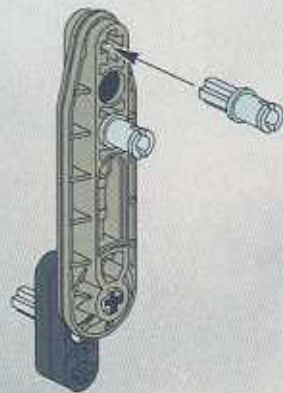
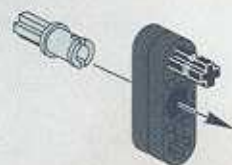
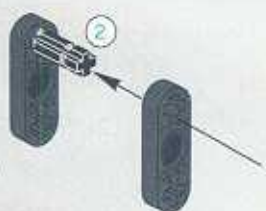


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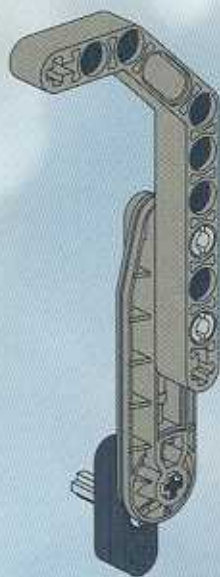
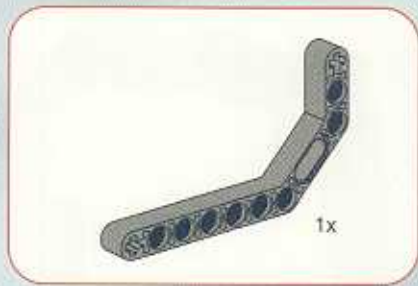
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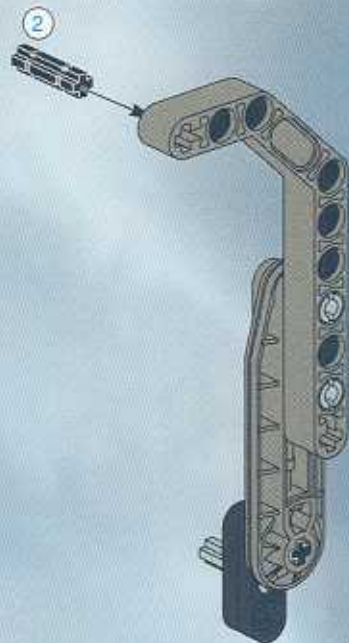




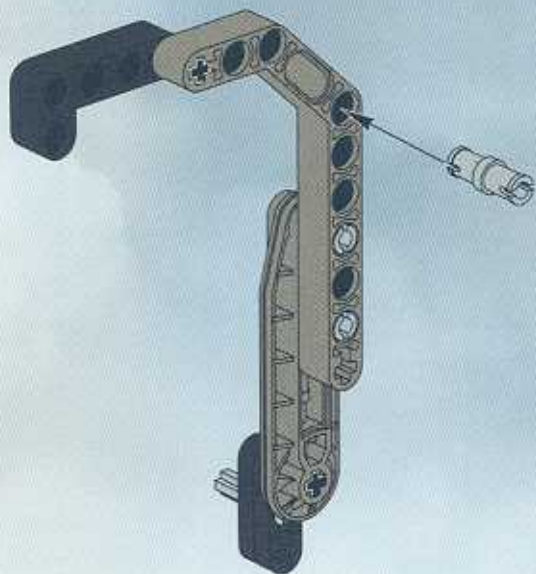
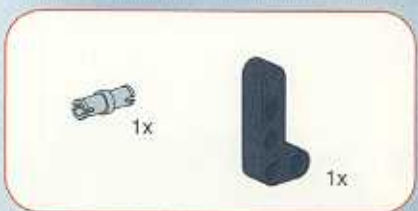
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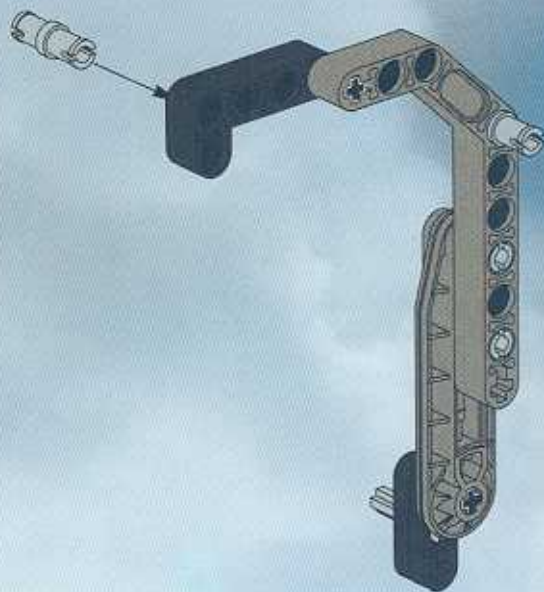
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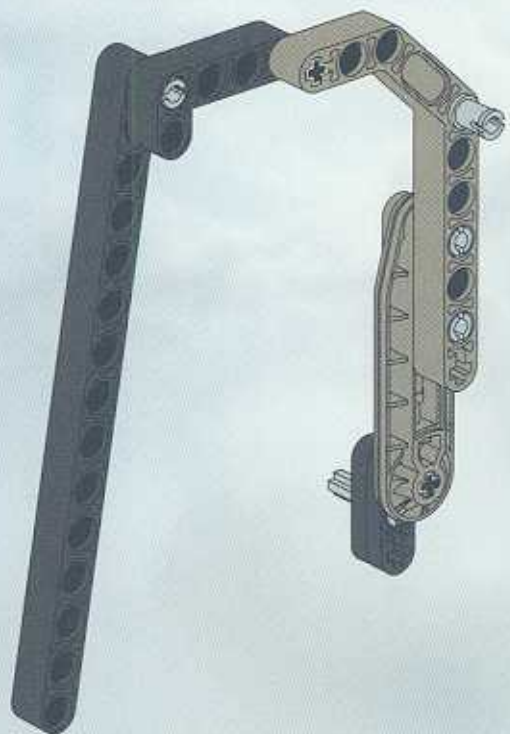


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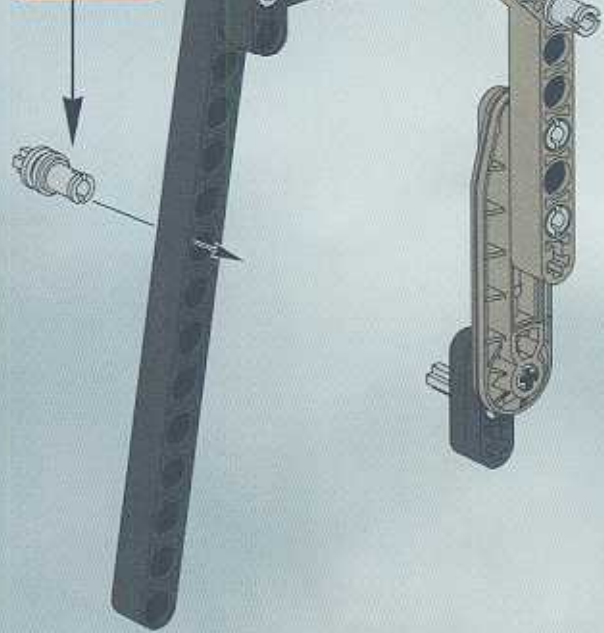
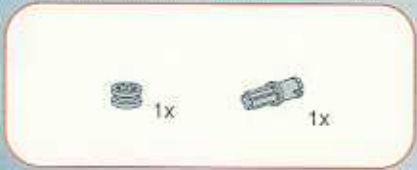




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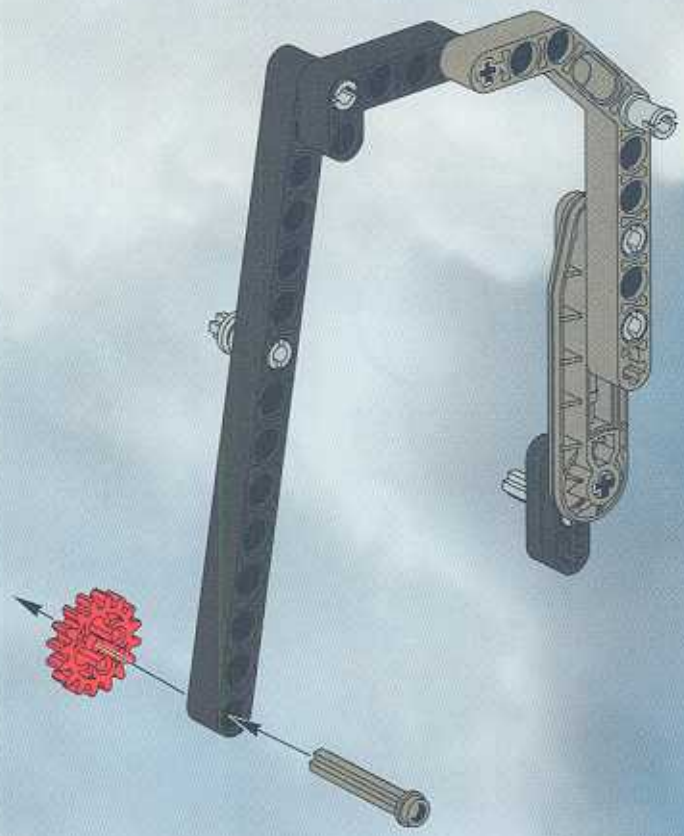
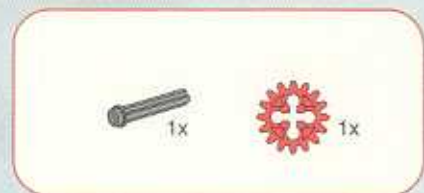


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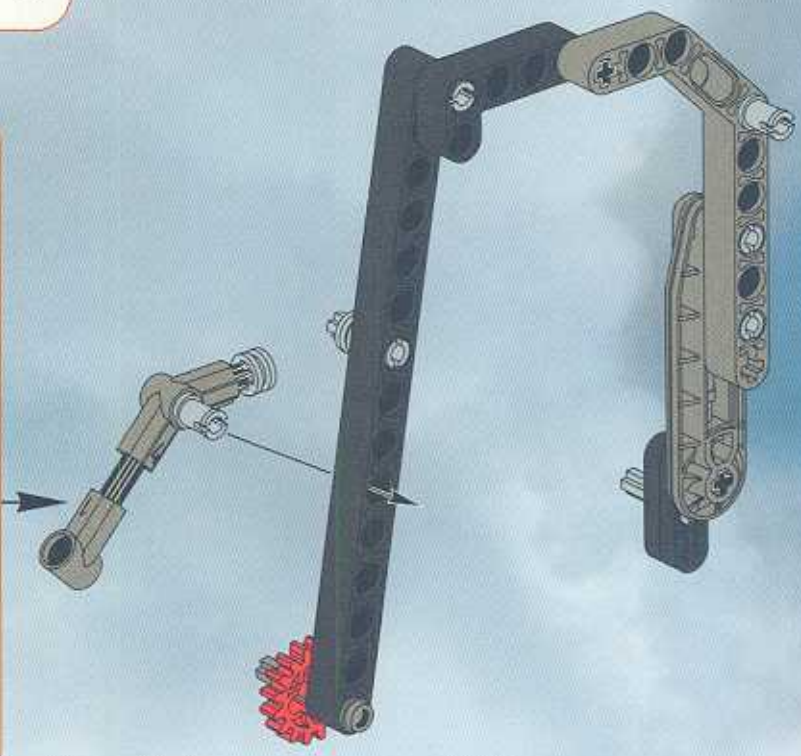
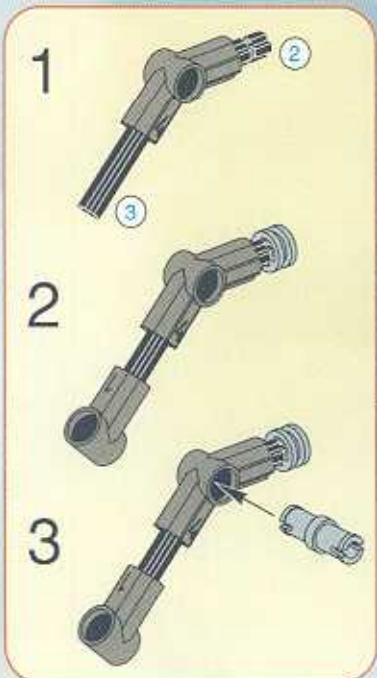




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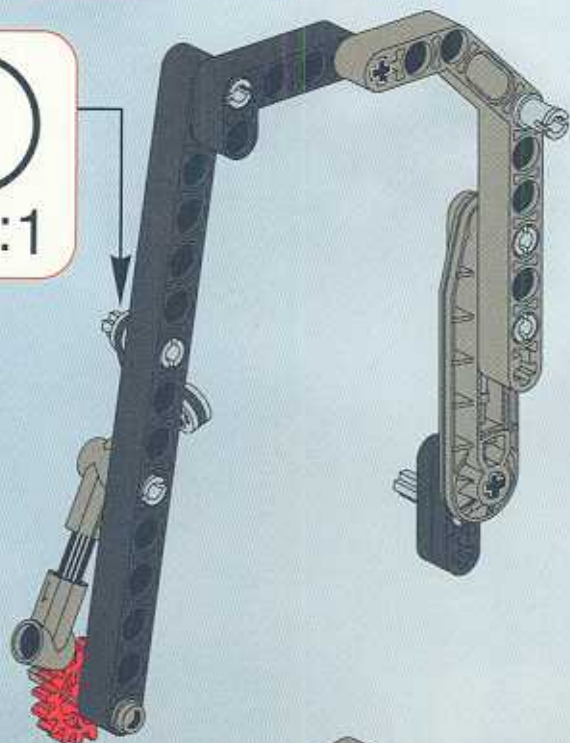
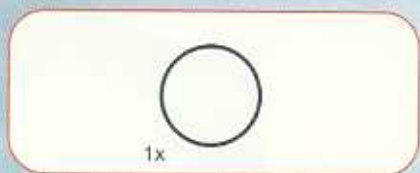


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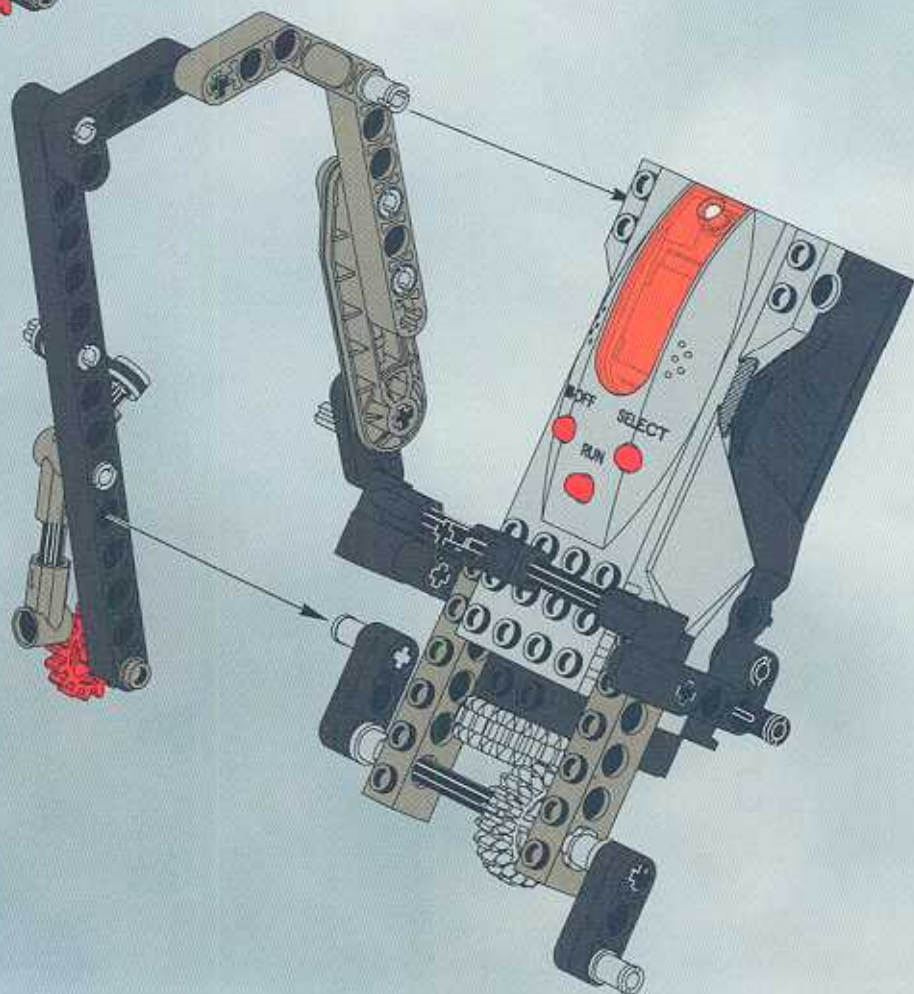


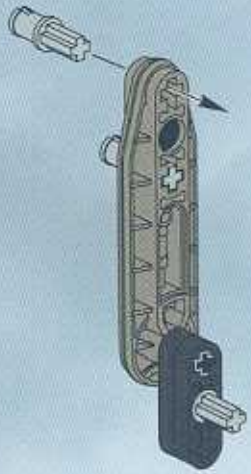
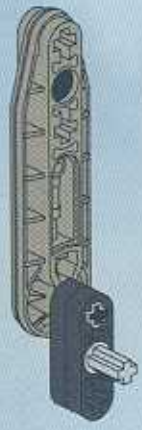
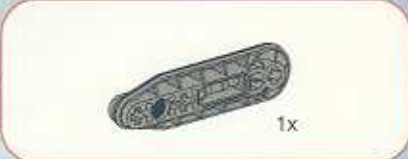
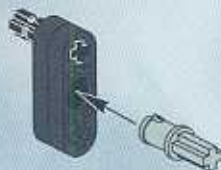


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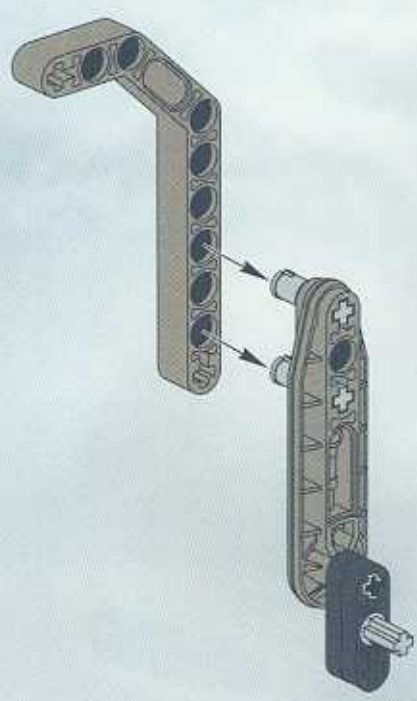
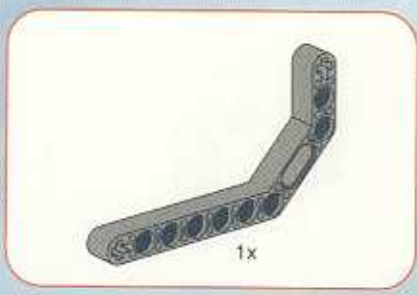
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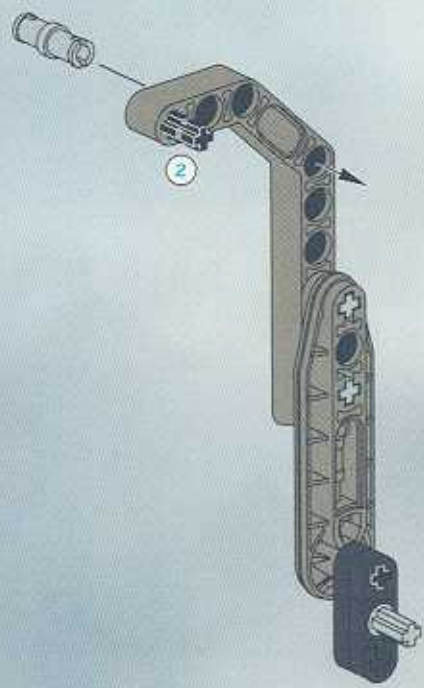
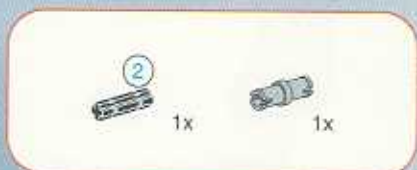


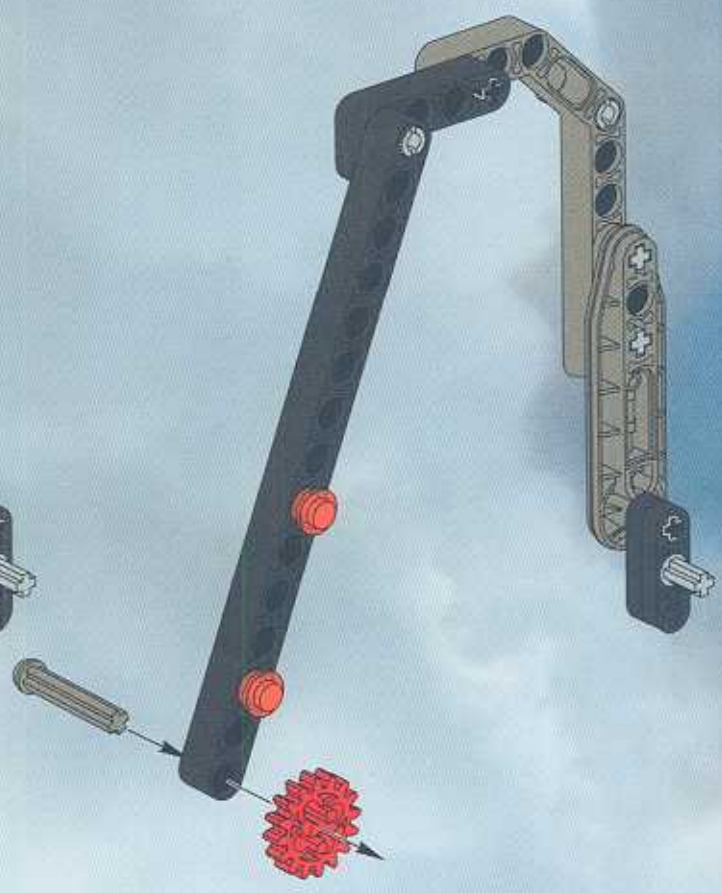
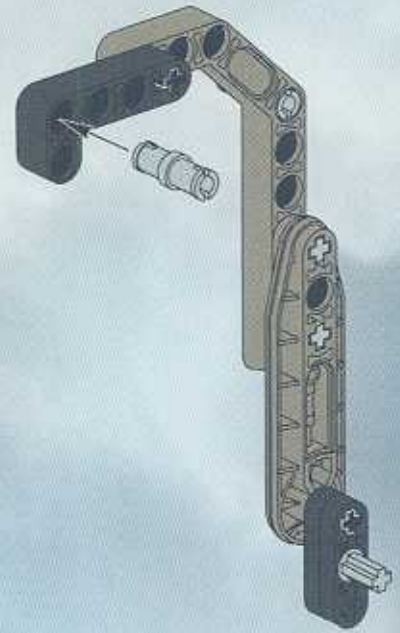
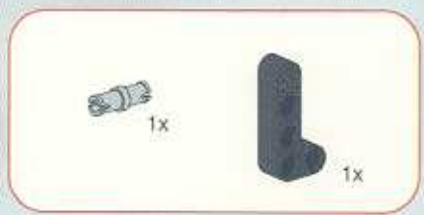


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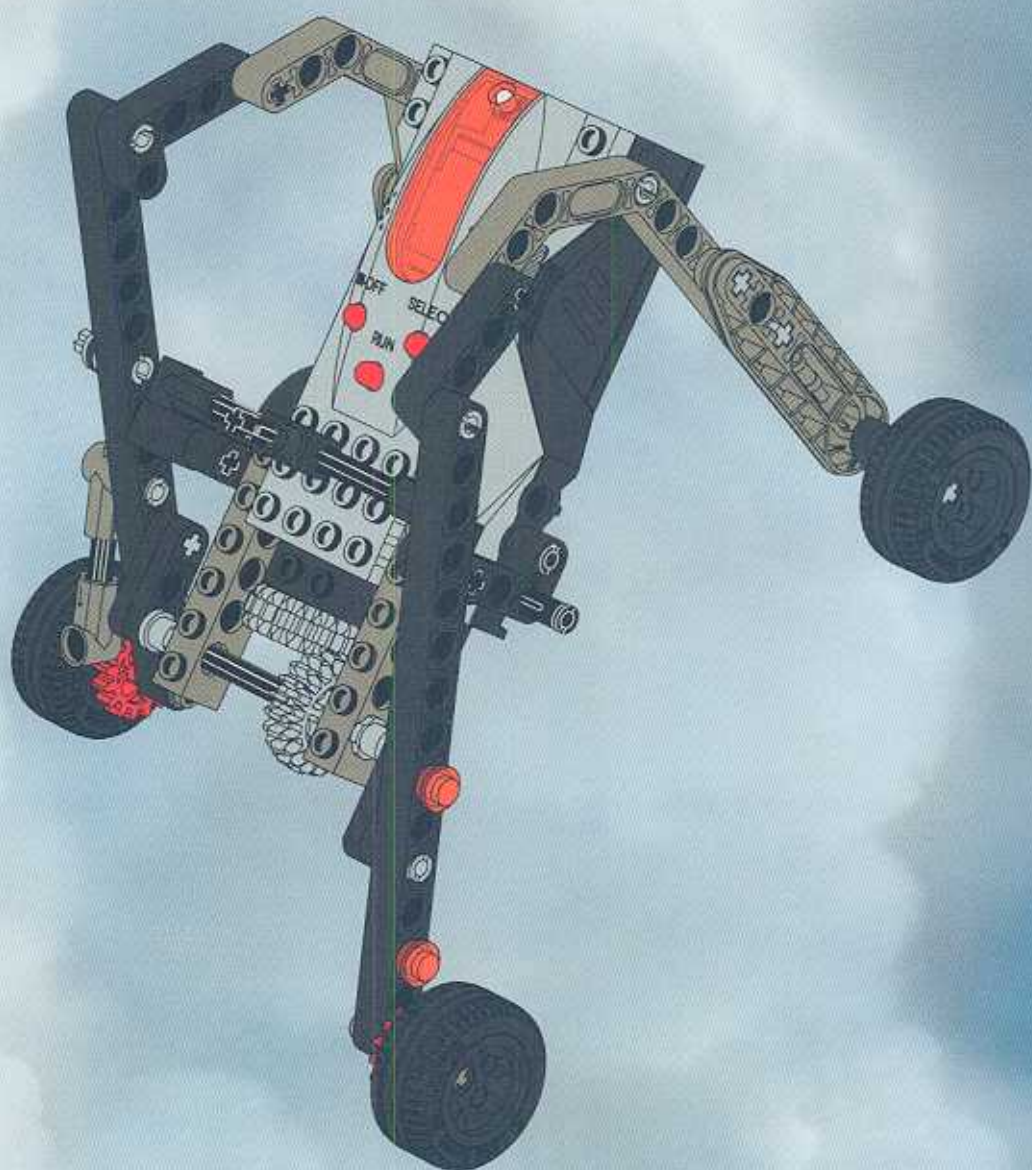
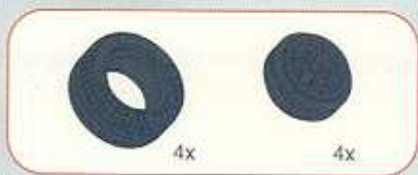






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To add different attachments, go to Special Features (page 70) or go to the X-Walker Challenge on the next page

X-Walker Challenge 1 - 2

X-WALKER CHALLENGE 1

Experiment with different programs to find the best one for this Robot.

X-WALKER CHALLENGE 2

Rebuild your X-Walker to change the way it walks. Use the pictures below for help with changing the legs.

Also experiment with the length of the front legs



Change the legs so that they roll sideways as the X-Walker moves



Try changing the legs so that they are locked in place



TRY TO ADJUST THE LENGTH OF THE FRONT LEGS TO CHANGE THE WAY THE X-WALKER MOVES



Front leg in low position



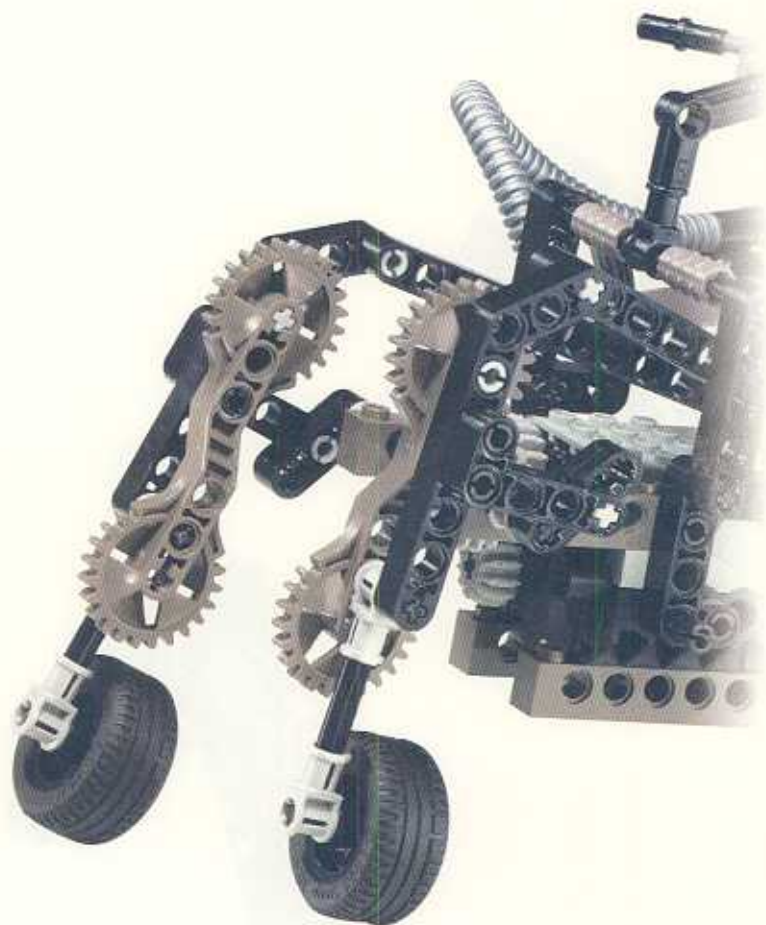
Front leg in high position

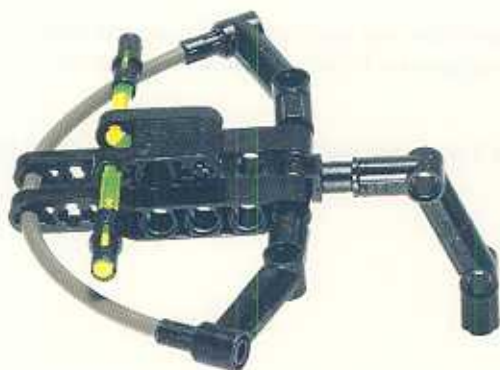
STEPPER CHALLENGE 1

Add a head and arms to your Stepper. Use your own imagination, or go to Special Features (page 70) for ideas. Then program your Robot so it can walk backwards.

STEPPER CHALLENGE 2

Modify your Stepper so it turns as it walks backwards. Use the picture below for help.





Hammer Head



Flop-E7





Stepper Head



X-Walker Head



Sentry X-11

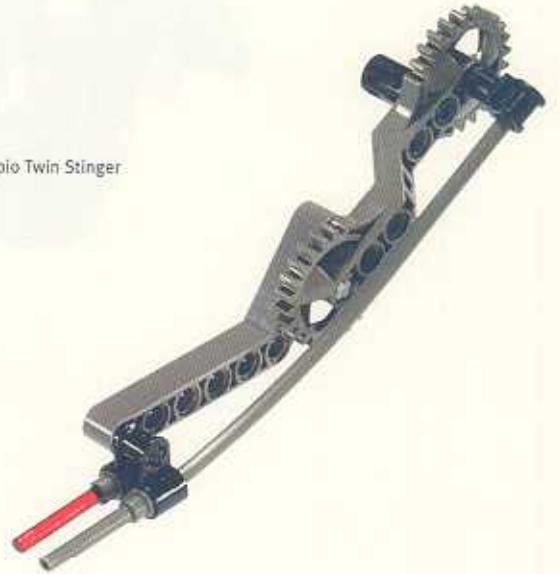




Dual Cam P27



Scorpio Twin Stinger



Viol Vaporizer

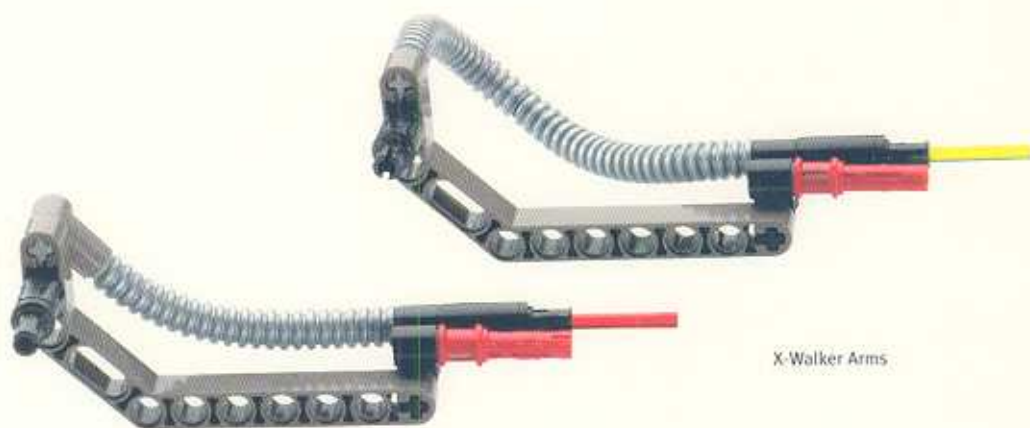




Dual Cam P26



Stepper Arms



X-Walker Arms